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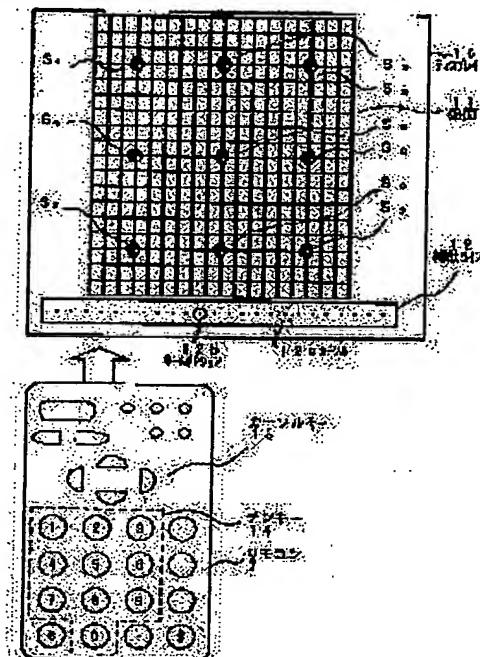
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(54) GO GAME CONTROL METHOD AND PROGRAM RECORDING MEDIUM**(57)Abstract:**

PROBLEM TO BE SOLVED: To provide a GO game control method for a device consisting of a simple terminal, a TV, and cursor keys for a personal computer and the like, capable of setting a stone placement position by moving a cursor using cursor keys, and a program recording medium.

SOLUTION: In cursor moving operation during stone placement, if there is a stone in a stone moving direction, the stone is controlled to be jumped up to an empty position beyond it. As a movement bypass for the cursor, if prevented from being freely moved because of the stones filled on a board 11, an auxiliary line 12 is provided on the board 11. Each number key for a ten-key is located corresponding to the position of each star on the board, so that the cursor can be jumped directly up to the optional position of the star or close thereto. In addition, predetermined key operation is used to jump the cursor up close to the stone placed by a counterpart right before.

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CLAIMS

[Claim(s)]

[Claim 1] The face of a board of a go board is displayed on the screen of equipment. **** cursor from a position to a target **** location In the control approach of the game-of-go game performed by making it move along with the gridline of the face of a board by cursor key actuation The control approach of the game-of-go game characterized by jumping over cursor to the first empty location towards the this directed cursor advance when the stone is put on the following cursor advance point directed by cursor key actuation in the case of the cursor advance at the time of the above-mentioned ****.

[Claim 2] in claim 1, auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration of the face of a board displayed on the screen is prepared, and it is on this auxiliary Rhine about cursor according to cursor key actuation -- it is -- the control approach of the game-of-go game characterized by making it movable between this auxiliary Rhine and the face of a board at arbitration.

[Claim 3] It is the control approach of the game-of-go game characterized by the star place to which the numerical keypad corresponds, or the star place concerned being vacant in cursor when nine star places of the face of a board are matched with nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated in claim 1 or claim 2, and making it move to the empty location of the near directly when it is not a location.

[Claim 4] claim 1 thru/or claim 3 -- setting -- predetermined key directions -- cursor -- a game -- the control approach of the game-of-go game characterized by a partner making it move to the empty location near the stone placed immediately before directly..

[Claim 5] The empty location of said near to which cursor is moved in claim 3 or claim 4 is the control approach of the game-of-go game characterized by searching from the inside to a clockwise rotation or a counterclockwise rotation outside by making the location of the stone used as the criteria of migration into the central point.

[Claim 6] The control approach of the game-of-go game characterized by advancing to the empty location of a degree which had cursor searched by carrying out consecutive operation of the predetermined key in claim 5 one by one.

[Claim 7] The control approach of the game-of-go game characterized by carrying out sequential cancellation of the cursor advance performed immediately before in claim 5 or claim 6 whenever it operates other predetermined keys.

[Claim 8] It is the control approach of the game-of-go game characterized by being the terminal with which equipment cooperates with a host through a network in claim 1, and being what carries out actuation control with the remote control equipped with the control key, the cursor key, and the ten key.

[Claim 9] claim 8 -- setting -- equipment -- a game -- an application screen and a game -- the control approach of the game-of-go game which has two or more screens including a screen of operation, and the change to arbitration of is enabled in the screen of operation, and is

characterized by to change to the screen on which predetermined corresponds when a waiting state is canceled, even if a certain screen of operation will be in a waiting state and a change on other screens of operation is performed.

[Claim 10] The program storage which stored a program with the game-of-go game control function which makes it jump over cursor in the first empty location which is towards the this directed cursor advance when the face of a board of a go board is displayed on a screen, cursor key actuation is answered, cursor is moved along with the gridline of the face of a board at the time of **** and the stone is put on the following cursor-advance point directed by cursor key actuation in that case and in which computer reading is possible.

[Claim 11] in claim 10, auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration of the face of a board on a screen is displayed, and it is on this auxiliary Rhine according to cursor key actuation -- it is -- the program storage which stored the program which has the game-of-go game control function to which cursor is moved between this auxiliary Rhine and the face of a board and in which computer reading is possible.

[Claim 12] It is the program storage which stored the program with the game-of-go game control function which the star place to which the numerical keypad corresponds, or the star place concerned is vacant in cursor when nine star places of the face of a board are matched on a screen at nine numerical keypads in a ten key, respectively and the input of a numerical keypad is detected in claim 10 or claim 11, and is directly moved to the empty location of the near when it is not a location and in which computer reading is possible.

[Claim 13] the time of detecting the input of a predetermined control key in claim 10 thru/or claim 12 -- cursor -- a game -- the program storage which stored the program with the game-of-go game control function which a partner moves to the empty location near the stone placed immediately before directly and in which computer reading is possible.

[Claim 14] The program storage which stored the program with the function to cooperate with a host through a network and to perform the operational administration and motion control of a game-of-go game in claim 10 and in which computer reading is possible.

[Claim 15] claim 14 -- setting -- a game -- an application screen and a game -- the program storage which stored the program with the control function changed to the screen of operation on which predetermined corresponds when a waiting state is canceled even if it has managed two or more screens including a screen of operation possible [the change to arbitration], a certain screen of operation will be in a waiting state and a change on other screens of operation is performed and in which computer reading is possible.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]**[0001]**

[Field of the Invention] This invention relates to the control approach of the game-of-go game which sets up the location which places a stone, and a program storage by moving cursor using a cursor key in equipment equipped with cursor keys, such as a dumb terminal, and television, a personal computer.

[0002] Even if there is no mouse function in the equipment which performs a game-of-go game or there is a mouse function, to perform cursor advance actuation using a cursor key When striking a stone, cursor from a home position to a target **** location An vertical and horizontal cursor key must be operated suitably, zigzag migration must be carried out along line Rhine (striping) and train Rhine (vertical line) of the face of a board, and such complicated actuation is needed that an aspect of affairs progresses and a stone is got blocked in the face of a board. This invention offers easy and the means quickly made movable for cursor to the target position of the face of a board using a cursor key.

[0003]

[Description of the Prior Art] the game with which the game-of-go game operated on a computer in recent years plays a match against distant others through the host on a network from the one-person game mold against a machine -- a mold and a game -- diversification and advanced features are attained to the almost same things as a battle which observe inner others' game, such as a watching-a-game mold, the interest of a game-of-go lover is raised, and use is being expanded. By the latest Internet or the spread of personal computer communications, especially an interactive game such serves as an environment which is much more easy to use.

[0004] Moreover, use of the terminal of the short form called the so-called home youth terminal aiming at vote of a horse race, transactions of a stock, etc. is also prosperous recently. Although such a home youth terminal is connected to a pin center, large host through a network and dealings processing of the purpose is performed, not only dealings processing but a game-of-go game etc. can be enjoyed.

[0005] Many of home youth terminals do not have the monitor or indicating equipment of dedication for low-cost-izing, but generally and similarly, displaying using television does not have the independent mouse or independent keyboard like a personal computer, either, but it is performing the command and the entry of data using the control key formed in the remote control for terminal handlings, a cursor key, a ten key, etc.

[0006] Drawing 12 (a) shows the outline of a transaction processing system in which the conventional home youth terminal was used.

[0007] For a home youth terminal and 2, as for a pin center, large host and 4, in drawing 12 (a), a line network and 3 are [1-1, 1-2, ..., 1-N / a dealings processing program and 5] game-of-go game programs. Although one pin center, large host 3 is made to serve both dealings and a

game-of-go game for simplification in drawing, its service may be separately given by different pin center,large host.

[0008] Each user advances the service request of dealings or a game-of-go game from the home youth terminal (1-1, 1-2, ..., 1-N) which he holds to the pin center,large host 3 through a line network 2. If a service request is received, the pin center,large host 3 will start the dealings processing program 4 or the game-of-go game program 5 according to the demanded contents of service, and will perform service processing to the home youth terminal of a requiring agency.

[0009] Drawing 12 (b) shows the outline configuration of a home youth terminal. In drawing 12 (b), the remote control for actuation in television for home use on which 1 uses a home youth terminal and 6 as an indicating equipment, and 7, and 7a, 7b and 7c are the control carbon button section of remote control, the cursor key section, and the ten key section, respectively.

[0010] The home youth terminal 1 and television 6 are controllable by remote control 7. There are a power button, television / terminal change-over carbon button, a television channel change-over carbon button, etc. in control carbon button section 7a of remote control 7, there is a cursor key for the cursor advance actuation for choosing a menu and a command in cursor key section 7b, and there are a numerical keypad, a definite (activation) key, etc. for data inputs in ten key section 7c. In order for a user to perform a game-of-go game using the home youth terminal 1 equipped with such remote control 7, remote control 7 is operated first, the home youth terminal 1 is set as the mode of operation of a game-of-go game, and processing service of a game-of-go game is required of the pin center,large host 3. a game -- since the face of a board will be displayed on the screen of television 6 and game activation will be attained if a partner determines, remote control 7 is operated and **** is performed.

[0011] **** is performed after remote control 7 and the bottom by deciding, if cursor is moved the shape of a straight line, and in the shape of zigzag to a target position along with X Rhine and Y lines and a target position is arrived at by cursor key actuation of the left and the right.

[0012]

[Problem(s) to be Solved by the Invention] In the cursor control in the conventional game-of-go game, when moving cursor along with X Rhine or Y lines, it ignored, even if the stone was placed in the migration direction, and the method of following the squares one by one was taken. For this reason, when from the current position of cursor to the **** location was separated, the cursor advance took time amount, and while it was complicated, the problem that trouble arose was in a smooth advance of a game.

[0013]

[Means for Solving the Problem] If this invention has a stone in the direction of a cursor advance in the cursor advance actuation at the time of ****, increase in efficiency will be attained by making it jump to the empty location of the point.

[0014] (a) of drawing 1 , (b), and (c) are what was illustrated about the case of migration of this of the direction of X Rhine, (a) of drawing 1 shows the location before migration of cursor, and (b) of drawing 1 shows the contents of cursor control. If rightward cursor is operated in the cursor current position of (a) of drawing 1 , a rightward sequential coordinate location will be investigated, the coordinate on which the stone is put will be skipped, and the first empty location will be searched with this example. In this case, it jumps over three continuous stones and cursor is moved to the location shown in (c) of drawing 1 R> 1.

[0015] moreover, as shown in (a) of drawing 2 , when all the in-every-direction cross directions centering on a target **** location are fill uped with the stone Although a stone cannot be put on a target **** location since an empty location just before making it possible to jump to a target **** location does not exist, next, in this invention This is solved the lower side of the face of a board of a go board by adding auxiliary Rhine (****) in which only a cursor advance is possible, as shown in (b) of drawing 2 . Cursor is first put on X location corresponding to a

target **** location on this auxiliary Rhine, and cursor actuation to which cursor is moved upward is performed, and it is made to jump from there to a target **** location.

[0016] This invention abolishes the long need of carrying out distance migration for cursor only by cursor key actuation by having a means to position cursor in either of nine star places of the face of a board, or its near directly again.

[0017] this invention -- again -- a game -- the long need of carrying out distance migration is abolished for cursor only by cursor key actuation also by having a means to position cursor directly near the stone which the partner struck immediately before.

[0018] further -- this invention -- a screen -- a game -- when it changes to waiting states, such as waiting, and it makes it possible to change to the screen of others, such as television, and to stand by and a waiting state is canceled, the serviceability to a user is raised by having a means to return automatically in the original screen or the screen of the defined transition place accompanying a waiting state dissolution.

[0019] This invention is constituted as follows.

The face of a board of a go board is displayed on the screen of equipment. (1): **** In the control approach of the game-of-go game which is moved along with the gridline of the face of a board from a position to a target **** location by cursor key actuation, and performs cursor The configuration characterized by jumping over cursor to the first empty location towards the this directed cursor advance when the stone is put on the following cursor advance point directed by cursor key actuation in the case of the cursor advance at the time of the above-mentioned ****.

(2): in (1), auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration of the face of a board displayed on the screen is prepared, and it is on this auxiliary Rhine about cursor according to cursor key actuation -- it is -- the configuration characterized by making it movable between this auxiliary Rhine and the face of a board at arbitration.

(3): It is the configuration characterized by the star place to which the numerical keypad corresponds, or the star place concerned being vacant in cursor when nine star places of the face of a board are matched with nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated in (1) or (2), and making it move to the empty location of the near directly when it is not a location.

(4): (1) thru/or (3) -- setting -- predetermined key directions -- cursor -- a game -- the configuration characterized by a partner making it move to the empty location near the stone struck immediately before directly.

(5): The empty location of said near to which cursor is moved in (3) or (4) is a configuration characterized by searching from the inside to a clockwise rotation or a counterclockwise rotation outside by making the location of the stone used as the criteria of migration into the central point.

(6): The configuration characterized by advancing to the empty location of a degree which had cursor searched by carrying out consecutive operation of the predetermined key in (5) one by one.

(7): The configuration characterized by carrying out sequential cancellation of the cursor advance performed immediately before in (5) or (6) whenever it operates other predetermined keys.

(8): It is the configuration characterized by being the terminal with which equipment cooperates with a host through a network in (1), and being what carries out actuation control with the remote control equipped with the control key, the cursor key, and the ten key.

(9): (8) -- setting -- equipment -- a game -- an application screen and a game -- the configuration characterized by to change to the screen of operation on which predetermined corresponds automatically when a waiting state is canceled, even if it has two or more screens including a screen of operation, and it enables the change to arbitration of a screen of

operation, a certain screen of operation will be in a waiting state and a change on other screens of operation is performed.

(10): The configuration of the storage which stored the program with the game-of-go game control function which makes it jump over cursor in the first empty location which is towards the this directed cursor advance when the face of a board of a go board is displayed on a screen, cursor key actuation is answered, cursor is moved along with the gridline of the face of a board at the time of **** and the stone is put on the following cursor-advance point directed by cursor key actuation in that case.

(11): in (10), auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration of the face of a board on a screen is displayed, and it is on this auxiliary Rhine according to cursor key actuation -- it is -- the configuration of the storage which stored the program which has the game-of-go game control function to which cursor is moved between this auxiliary Rhine and the face of a board.

(12): It is the configuration of the storage which stored the program with the game-of-go game control function which the star place to which the numerical keypad corresponds, or the star place concerned is vacant in cursor when nine star places of the face of a board are matched on a screen at nine numerical keypads in a ten key, respectively and the input of a numerical keypad is detected in (10) or (11), and is directly moved to the empty location of the near when it is not a location.

(13): the time of detecting the input of a predetermined control key in (10) thru/or (12) -- cursor -- a game -- the configuration of the storage which made the program with the game-of-go game control function which a partner moves to the empty location near the stone placed immediately before directly memorize.

(14): The configuration of the storage which stored the log ram with the function to cooperate with a host through a network and to perform the operational administration and motion control of a game-of-go game in (10).

(15): (14) -- setting -- a game -- an application screen and a game -- the configuration of the storage which stored the program which has the control function changed automatically in the screen of operation on which predetermined corresponds when a waiting state is canceled, even if it has managed two or more screens including a screen of operation possible [the change to arbitration], a certain screen of operation will be in a waiting state and a change on other screens of operation is performed.

[0020] Drawing_3 explains the outline configuration of this invention.

[0021] The remote control which simplified 7 for convenience and was displayed in drawing_3 , and 10 Television and the display of monitor **, 11 -- the screen of a display 10 -- a game -- the face of a board of the go board which consists of every direction of 19x19 lines displayed on the ** -- For the home position of cursor, and 13, a cursor key and 14 are [auxiliary Rhine where 12 was added by this invention the lower side of the face of a board 11, the cursor by which 12a is used for directions in a **** location, and 12b] a ten key, and S1 - S9. The star on the face of a board is shown, respectively.

[0022] When performing a cursor advance for ****, a cursor key 13 is operated fundamentally, and if there is a stone on the way from the current position to a target **** location, it will jump over cursor, and cursor is moved to zigzag. However, the stone is all got blocked in Rhine of all the directions that carry out an in-every-direction cross, or some directions in the target **** location, and when it has trouble in a cursor advance, cursor 12a is first moved on auxiliary Rhine 12, it moves to a longitudinal direction to the location on auxiliary Rhine 12 corresponding to the migration target position of the face of a board, cursor 12a is operated upward from the location, and it is made to jump to the migration target position of the face of a board 11.

[0023] Moreover, it is necessary to repeat zigzag many times, and it can be far to a target ****

location, or the shortcut approach can be used when actuation is troublesome. The 1st shortcut approach is jumped to the star place of arbitration using a ten key 14. Therefore, nine stars S1 on the face of a board 11 - S9 It matches with nine numerical-keypads "1" - "9" of a ten key 14, respectively, and when it detects that the numerical keypad which exists at the time of **** was operated, the star place corresponding to the numerical keypad is made to jump cursor. In this case, when a stone is already in the star place of a jump place, the empty location of that near is chosen and it is made to make it jump there.

[0024] the 2nd shortcut approach -- a game -- it jumps to the empty location near the stone which the partner struck immediately before. Usually, since a partner strikes the stone of a countermove to that near in response to it in many cases when a player's one side strikes a stone, this shortcut approach serves as a quite effective means. This shortcut is made to perform by actuation of for example, the "*" key of remote control.

[0025] After making cursor jump using these shortcut, the cursor advance by cursor key actuation can be performed further if needed.

[0026]

[Embodiment of the Invention] Drawing 4 thru/or drawing 8 explain the mode of operation of this invention.

[0027] Drawing 4 shows the example configuration of the home youth terminal which applied this invention. In drawing 4 , 20 is a home youth terminal, and although the illustration abbreviation is carried out, it is combined with a host through a circuit. 20a is the game-of-go game processing section which performs execution control of a game-of-go game by this invention, and is realized by the program. A display and control section for the remote control for terminal handlings and 23 to carry out the image display output of television on which 21 is used as a monitor, and 22 at television 21, and 24 are the remote control interface sections which detect the carbon button/key stroke of remote control 22. The home youth terminal 20 is essentially equipped with each element of these 21-23. 25 is a face-of-a-board data table which manages the coordinate and **** data of the face of a board, and whenever **** is performed, it is updated. 26 is an auxiliary pipeline table holding the coordinate data of auxiliary Rhine added to the face of a board. 27 is a game-of-go game control section, according to the current data of the face-of-a-board data table 25, the **** location of a degree, and the Ruhr of the game of go, advances the aspect of affairs of the game of go, and updates the face-of-a-board data table 25. 28 is the cursor control section and targets possible the face of a board and auxiliary Rhine for a cursor advance.

[0028] The cursor control section 28 answers the cursor key of remote control 22, and actuation of a ten key, and performs cursor control.

[0029] Drawing 5 is the flow of the cursor control at the time of cursor key actuation. When it detects that the cursor key of the direction of either of vertical and horizontal was operated, the coordinate location of a degree is chosen in the direction of the operated cursor key. When a this time current cursor location is already located at the edge of the face of a board and the next cursor location separates from the face of a board, it turns to the coordinate of the edge of the opposite side. If it investigates whether the stone is put on the selected coordinate location, and the stone is placed, the coordinate location of a degree is chosen further, the above-mentioned actuation is repeated and the stone is not placed, cursor is positioned in the coordinate location.

[0030] Drawing 6 is the flow of the cursor control at the time of ten key actuation. When the "0" keys are operated, the mid gear of auxiliary Rhine is made to jump cursor from the current position.

[0031] When the "1" key is operated, the coordinate of the upper left star of the face of a board is chosen. However, when a stone is already in an upper left star, the empty location near the upper left star is chosen. When the "1" key is operated continuously here, other empty

locations are chosen centering on an upper left star, and cursor is moved. For example, an upper left star is made into the central point, as shown in drawing 7, it is clockwise vacant toward an outside with the surroundings from the inside, and a location is searched, and cursor is positioned in the first empty location. In addition, of course, you may search counterclockwise.

[0032] Cursor control to the following stars is performed corresponding to each of "2" - "9" key having been operated similarly.

[0033]

"2" key: -- Nakagami star "3" key: -- upper right star "4" key: -- ***** "5" key: -- heavens former "6" key: -- ***** "7" key: -- lower left star "8" key: -- Nakashita star "9" key: -- by continuing and operating the same key of a numerical keypad to a lower right star pan According to the whorl migration Ruhr of the right-handed rotation shown in drawing 7 by the arrow, sequential migration of the cursor can be carried out between the empty locations near the corresponding star place. Moreover, by repeating and operating the "-" key, sequential cancellation of the last cursor advance can be carried out, and it can return to the original location at the circumference of reverse.

[0034] Moreover, when the "*" key is operated, cursor can be directly moved to the empty location near the stone which the partner struck immediately before. Also in this case, an empty location positions cursor in the empty location which was searched according to the whorl migration Ruhr of the right-handed rotation of drawing 7 centering on the stone which the partner struck immediately before, and was searched first. And if the "*" key is operated continuously, it will control to go back cursor to the original location, whenever [which was searched next in cursor] it is vacant, and it advances to a location one by one and the "-" key is operated, and to return.

[0035] Drawing 8 shows the example configuration of the system which enables service of a game of a game-of-go game etc. between remote home youth terminals through a pin center,large host.

[0036] In drawing 8 , 31-1, 31-2, ..., 31-N of a home youth terminal and 32 are [a line network and 33] pin center,large hosts.

[0037] the game from the main menu screen each home youth terminal 31-1, 31-2, ..., 31-N cooperate with the pin center,large host 33, and concerning a game-of-go game -- service of an application, a watching-a-game application, information enquiry, use enquiry, specific waging-war partner registration, etc. -- the pin center,large host 33 -- it can require -- further -- as terminal independent off-line processing -- a game -- reappearance and setting change information can be performed.

[0038] In order that the pin center,large host 33 may cope with these service requests from each home youth terminal, Application reception processing a proposer list -- being based -- a game -- a proposer -- a game -- the game as which a partner candidate is made to show and choose -- A game is shown. a game -- the game which manages an inner game -- watching a game is possible to a watching-a-game proposer using a managed table -- Information guidance processing in which it shows a member to various kinds of events, service, etc. by the information file to watching-a-game application reception processing, information enquiry, etc. which are made to choose, the use management and the game of specification the whole member according to a member's available balance or enquiry of a use detail and a transfer account -- it can compete against a partner -- as -- specification -- a game -- the game registered into a partner table -- it has functions, such as partner registration processing.

[0039] Drawing 9 shows the outline of the service request procedure in a home youth terminal. the game from the screen of a main menu -- if service of an application, a watching-a-game application, etc. is chosen -- the conditioning screen of each service -- changing -- for example, a game -- the case where it proposes -- a game -- about a partner's stage -- etc. -- the game

which specifies conditions -- the basis of the conditions which the partner condition selection screen was displayed and were set up here -- further -- a game -- a partner selection screen or a specific partner selection screen -- displaying -- a game -- a partner chooses and a game starts.

[0040] a game -- a game suitable at an application -- that a partner is not found **** -- a game -- when a partner considers carefully to inside and the latency time becomes long in it, using remote control, it can change to a television screen or can return to the screen of a basis. moreover, the screen -- once -- waiting states, such as notice waiting from a host, -- carrying out -- a game -- it changes to screens, such as other services of reappearance, information enquiry, etc., or television, and when the conditions used as waiting -- the notice from a host is detected -- are fulfilled, it can change to a predetermined screen automatically.

[0041] For example, while holding the processing state of a current screen and changing it to the demanded new service screen when it becomes the notice waiting from a host during processing activation in a certain service screen, and a change demand on other service screens is detected in the condition, interrupt processing is started by the notice from the host to a previous service screen. If the notice from a host is detected here, interrupt processing is performed, a new screen on display will be ended, the saved original screen will be ended, and screen processing of the saved origin will be resumed.

[0042] Drawing 10 shows the appearance of one example of the remote control which can be used by this invention.

[0043] The power button to which 40 carries out ON/OFF of the power source in drawing 10 , ** / ** carbon button with which 41 changes a stop/restart of a screen, The channel carbon button with which 42 changes the receiving channel of a teletext or television, The program carbon button with which 43 changes the program number of a teletext, the page carbon button with which 44 changes the page of a teletext program, The "A" carbon button and 47 the cursor key in which 45 carries out cursor actuation, and 46 The "B" carbon button, 48 the "***" carbon button and 50 for a figure (0-9) key and 49 The "-" carbon button, 51 the "NO" carbon button and 53 for the "***" carbon button and 52 The "YES" carbon button, In 54, a clear carbon button and 55 the "D" carbon button and 57 for the "C" carbon button and 56 The "E" carbon button, The title carbon button with which the "F" carbon button and 59 display a magazine carbon button on a screen, and, as for 60, 58 displays a title, the table-of-contents carbon button with which 61 displays a table-of-contents screen, the mode carbon button with which 62 changes the function of the program of a teletext, television, and soft curd, and 63 are print buttons.

[0044] Next, the concrete operating instructions at the time of performing the game-of-go game of this invention with a home youth terminal are explained.

1. The soft curd with which the way (1) game-of-go game program to begin is stored is inserted in the soft curd opening of a home youth terminal.

(2) Switch on the main power supply of a home youth terminal.

(3) The power button of remote control is pushed, turn on the processing part of a home youth terminal, start the application of a game-of-go game, and display an initial screen.

(4) Display the main menu of push and a game-of-go game for the "#" carbon button of remote control. There are the following seven menu items in a main menu.

1. a game -- application 2. games watching-application 3. -- a game -- reappearance 4. information 5. setup The initial screen of push and a game-of-go game is displayed for the "NO" carbon button of remote control in the condition that the main menu of a method of end of 6. use enquiry 7. specification partner registration / discharge 2. (1) game-of-go game is displayed.

(2) Push the "power-source" carbon button of remote control only once, and erase an initial screen.

(3) Shut off the main power supply of a home youth terminal.

(4) Pick out soft curd from a soft curd opening.

3. (1) which competes -- the condition that the ** main menu which applies for a game is displayed -- "1" carbon button of remote control -- from push and a menu -- "-- 1. -- a game -- choose application." Then, a screen changes to a partner criteria specification screen. On a partner criteria specification screen, it chooses first whether "it not carrying out" and an "it carries out" "specification" partner are specified for partner criteria specification.

[0045] - Since cursor is "not to carry out" when not specifying partner conditions, push the "#" carbon button as it is.

- "it carrying out", when specifying partner conditions -- cursor -- doubling -- the "#" carbon button -- push -- further, as partner conditions, choose extent of the top [himself], bottom, and stage class etc. in the pictures, and push the "#" carbon button.

- a list of "the specific partner" who doubles cursor, and and has registered the "#" carbon button into "the specific partner" when specifying a specific partner -- displaying -- hope -- a game -- double cursor with a partner and push the "#" carbon button. [the partner]

[0046] (2) a game -- if the "#" carbon button is pushed on the partner criteria specification screen which looks for a partner -- a game -- a partner selection screen is displayed. a game -- a partner selection screen -- the selection column of "automatic introduction", and a game -- the list of a partner candidate's identifier and the stage class, conditions of choice, etc. is displayed.

[0047] ** the corresponding game -- a[when there is a partner]. -- a game -- a partner selection screen top - a game -- double cursor with "automatic introduction" and push the "#" carbon button to choose a partner automatically.

- a game -- when choosing a partner by oneself, double cursor with the partner who wishes and push the "#" carbon button. then, a game -- an application check screen is displayed.

b. a game -- an application check screen -- a game -- the game chosen on the partner selection screen -- a partner's identifier and stage class are displayed.

- In a right case, the contents of an application push the "YES" carbon button. Then, an application result screen is displayed.

- When changing the contents of an application, push the "NO" carbon button. then, a game -- since it returns to a partner selection screen -- again -- a game -- a partner is chosen.

c. In an application result screen, the message of the purport that - partner has consented to the game, and the hope of the first move and ***** are notified. If a partner may be as desired, the "YES" carbon button will be pushed and a game will be started.

- When changing a partner's conditions of choice, input push and the conditions of choice for the "NO" carbon button. Cursor is doubled with the existence or ***** of a smith helper, a defensive hand, and a handle-grip handicap, and the "#" carbon button is pushed. After inputting, the "YES" carbon button is pushed.

** the corresponding game -- although there is a partner -- a game -- the case where he wants to make it waiting -- a game -- display push and a sub menu for the "B" carbon button on a partner selection screen. There is the following menu item in a sub menu.

[0048]

1. a game -- application 2. -- a game -- waiting 3. -- a game -- waiting cancellation and a figure carbon button "2" -- push and a game -- if waiting is chosen -- a game -- a waiting partner condition screen is displayed. a game -- partner criteria specification "is carried out" to a waiting partner condition screen -- the selection column of the stage class range is prepared for the partner a top [himself] or the bottom as that selection column and partner conditions. ["it does not carry out" and]

- a game -- a waiting partner condition screen -- a game -- set up waiting partner conditions. a setup -- the game of 3 (1) -- it carries out by the same approach as a setup of partner

conditions.

** the corresponding game -- the case where there is no partner -- a game -- the message of the purport, in which a partner does not exist is displayed.

- a game -- when carrying out waiting, push the "YES" carbon button. thereby -- after that -- a game -- it comes to be notified when there is an application.

- a game -- when not carrying out waiting, push the "NO" carbon button. Then, it returns to a main menu.

[0049] (3) a game -- ** which receives an application -- the time of the condition of the waiting for a game -- a game -- the game which will tell a partner's identifier and go skill if there is an application (offer) -- a request screen is displayed.

- When accepting an offer, push the "YES" carbon button. then, a game -- a condition screen is displayed.

- When not accepting an offer, push the "NO" carbon button. a game -- a waiting state is continued.

** a game -- on a condition screen, a smith helper/defensive hand, a handle grip, the existence of a handicap, and ***** can be set up, and it is alike, respectively, double cursor, and push the "#" carbon button.

- When leaving the decision of a smith helper/defensive hand to a pin center, large, choose a handle grip. a game -- if all conditions are right, the "YES" carbon button will be pushed. then, the game to which it makes it direct whether to permit watching a game about this game -- a watching-a-game authorization screen is displayed.

** a game -- in a watching-a-game authorization screen, when permitting watching a game, push the "YES" carbon button. When not permitting watching a game, the "NO" carbon button is pushed. Only when both who compete grant a permission, watching a game from from [else] is attained.

[0050] (4) the game which strikes the ** stone which starts a game -- if a watching-a-game authorization screen is completed -- a game -- a screen is displayed. a game -- a screen -- about the face of a board, auxiliary Rhine and a player name, and a stage -- a handicap and a move -- it has and time amount, agehama, etc. are displayed.

- In its move, the white round head (O) of cursor is displayed on auxiliary Rhine under the face of a board. A white round head is moved with a cursor carbon button, and the "#" carbon button is pushed according to the location which strikes a stone. A mark (a flake or sunspot) sticks in the center of the stone struck at the end.

- The white round head (O) of cursor moves vertically and horizontally with a cursor carbon button. When it is in an vertical and horizontal edge, it moves to the edge of bottom top right and left, respectively.

- Prevent from striking a stone to the location by which the stone is already struck, and the location which becomes a suicide hand.

- If "1" - "9" of a figure carbon button is pushed, cursor will move "5" to the location which corresponds as heavens origin, respectively. When the stone is already struck, it moves to the location which can strike the neighborhood.

- A push on "0" of a figure carbon button moves cursor in the center in auxiliary Rhine under the face of a board.

- A push on the "*" carbon button moves a partner near the stone placed immediately before.

[0051] ** Within a certain condition, way ***** is made after way **** and ****. a game -- if a "clearance" carbon button is pushed in the state of a screen display, the check screen of way return will be displayed. If the "YES" carbon button is pushed on a check screen, way return will be performed, and way return will be canceled if the "NO" carbon button is pushed.

- Way return cannot be performed, when 30 seconds after **** pass, the partner has not already ****(ed) or a partner does not understand way return.

- When comprehension of way return is able to be calculated, and understanding, push the "YES" carbon button. It becomes a partner's move. When not understanding way return, the "NO" carbon button is pushed. A move does not change.

(5) It will be ending if the ending location which should **** is lost. An end is the consensual validation and care and cleaning of - end (a bond, nick, etc.).

- Carry out in order of life-and-death modification.

** - which checks an end mutually -- a game -- a sub menu will be displayed if the "B" carbon button is pushed in the state of a screen display. The following menu items are displayed on this sub menu.

1. -- way return 2 and pass 3. end 4. giving-up-the-game 5. termination 6. forced-termination 7. routine-message selection -- if a figure carbon button "3" is pushed here, it will become an end offer and an end check screen will be displayed.

a. On an end check screen, when - end offer is checked, push the "YES" carbon button.

- When canceling an end offer, push the "NO" carbon button.

b. if the check of an end offer is performed -- a game -- it becomes the reply waiting from a partner. A response of a partner displays a result on an end screen.

- It is ending when a partner understands.

- It becomes continuation of a game when a partner does not understand.

c. When [which is case / when / and understood] an end is able to be offered, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

** Repair.

- When both player accepts an end, a care-and-cleaning screen is displayed.

- Ensure care and cleaning (a bond, nick, etc.).

It passes, when there is no location which repairs.

- Both player repairs by turns, and end and make a life-and-death change of the care and cleaning in the phase which both sides passed.

** Change life and death.

- When changing life and death, double cursor with the corresponding stone and push the "#" carbon button.

- If all life-and-death modification finishes, the "YES" carbon button will be pushed. The classification of land after life-and-death modification is displayed.

- When there is no location to change, push the "YES" carbon button. When making a life-and-death change again, the "YES" carbon button is pushed.

- After mutual life-and-death modification finishes, classification of land is calculated automatically and a count result is displayed on an end result screen.

** Give up the game.

a game -- if push and a sub menu are displayed in the "B" carbon button in the state of a screen display, a figure carbon button "4" will be pushed. Then, a giving-up-the-game check screen is displayed.

- When giving up the game, push the "YES" carbon button.

[0052] - When not giving up the game, push the "NO" carbon button.

(6) Pass.

a game -- the "B" carbon button is pushed in the state of the display of a screen or an end screen. Since a sub menu is displayed, if push and pass are chosen, a pass check screen will be displayed in a figure carbon button "2."

- When passing, push the "YES" carbon button.

- When not passing, push the "NO" carbon button.

[0053] (7) the game which sends a message -- a message can be sent to a partner.

** first -- a game -- display the sub menu which stated the "B" carbon button by push and ** of

(5) in the state of a screen display. Push and routine-message selection are directed for a figure carbon button "7" here. A routine-message selection screen is displayed.

** Two or more kinds of short messages an easy greeting and for conversation are shown by the routine-message selection screen, and double cursor with a message to send and push the "#" carbon button. A message is sent out.

[0054] (8) - to stop -- at the time of the move here, "a termination" forced to terminate is used, when ending. At the time of a partner's move, "forced termination" is used, when ending.

** a game -- display the sub menu which stated the "B" carbon button by push and ** of (5) in the state of the display of a screen or an end screen. Push, "a termination" or of a sub menu, and "forced termination" is chosen for a figure carbon button "5" or "6." A check screen is displayed corresponding to each selection.

- When understanding, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

** a game -- if a termination can offer from a partner -- a game -- a termination request screen is displayed.

- When understanding, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

** If forced by either of the players to terminate, a game will be ended unconditionally and a forced-termination screen will be displayed.

- If the "YES" carbon button is pushed, it will return to a main menu.

4. (1) watching a game to observe - which looks for a game -- choose push and a watching-a-game application for "2" carbon buttons in the condition that the ** main menu to observe is displayed.

- The list of the games which can be observed is displayed as a pin center,large after a communication link.

* When there is no game which can be observed, a message to that effect is displayed.

** The game will be displayed, if cursor is doubled with a game to observe and the "#" carbon button is pushed.

[0055] (2) When ending watching [which ends watching a game] - games, return the "A" carbon button to push and a main menu.

(3) a game - observed in the waiting state -- a game -- after applying for waiting -- "-- (1) watching a game - which looks for a game -- a game is watched -- " -- ** -- perform the same procedure. if it applies for a game during watching a game -- a game -- a candidate's identifier and stage class are displayed.

- "-- 3. (3) -- a game -- an application is received -- " -- ** -- perform the same procedure. When not accepting a game, watching a game is continuously possible.

5. Or it performed at the terminal to the home youth terminal reproducing a game, the procedure of the game under activation is recorded to six affairs, and can reappear to arbitration.

[0056] (1) reappearance - which looks for a game -- if "3" carbon buttons are pushed in the condition that the ** main menu to reproduce is displayed -- a game -- reappearance is chosen.

- the game which a pin center,large does not communicate but shows the list of reproducible games -- a record list screen is displayed.

* the case where there is no reproducible game -- a game -- information is not displayed. It returns to a main menu with the "NO" carbon button.

** if cursor is doubled with a game to reproduce and the "#" carbon button is pushed -- the game -- a reappearance indication of the screen is given.

(2) - which advances a procedure -- when advancing - procedure to return, push a right cursor key ">".

- When returning a procedure, push a left cursor key "<" carbon button.

(3) the game which specifies reappearance trouble -- a sub menu will be displayed if the "B" carbon button is pushed during reappearance. There is the following menu item in a sub menu.

1. trouble assignment 2. -- a game -- waiting 3. -- a game -- a push on a waiting cancellation ** figure carbon button "1" displays the trouble appointed screen. There is the input column which specifies eye what hand is reproduced as the trouble appointed screen, and current trouble is displayed in the beginning.

** If trouble to input into the trouble appointed screen is inputted and checked, the "#" carbon button will be pushed.

[0057] (4) If - "A" carbon button which finishes reappearance is pushed, it will return to a main menu.

6. -- "information" which looks at information -- each member from a pin center,large host -- a game -- various information, such as a holding schedule, is notified, and new information is notified when a home youth terminal is connected to a pin center,large host.

** Push a figure carbon button "4" in the condition that the main menu is displayed. The title list screen of information is displayed.

** If the title of information is displayed, cursor will be doubled with the title of information to see and the "#" carbon button will be pushed. This screen of information is displayed.

- Push the "NO" carbon button to see another information. It returns to a title list screen.

- When not seeing another information, push the "A" carbon button. It returns to a main menu.

7. Set up or change [setting] the individual humanity news which changes setting information, terminal information, and communication link information.

[0058] (1) Change the various individual humanity news of the member using the home youth terminal which changes individual humanity news.

** Choose push and a setup for a figure carbon button "5" in the condition that the main menu is displayed. A setting screen is displayed. The following menu item is shown in a setting screen.

1. Individual humanity news If a figure carbon button "1" is further pushed on a 2. terminal information 3. communication link information ** setting screen, an individual humanity news screen will be displayed. There are use of user ID, a password, and nickname, go skill, etc. in the item of individual humanity news.

** Double and change cursor into the item for modification. After changing, and the "#" carbon button is decided.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

- When not saving the contents of modification, return the "NO" carbon button to the condition before push and modification.

[0059] (2) Display push and a setting screen for a figure carbon button "5" by the ** main menu which changes terminal information.

** Push a figure carbon button "2" on a setting screen. A terminal information screen is displayed. There are a sound effect, alarm time setting, etc. in the item of terminal information. Sound effect: Choose whether the sound effect at the time of **** is sounded. (Initial value is turned on)

Alarm time setting: When data are not transmitted in the pin center,large into the set-up time amount, cut connection with a pin center,large. (Initial value is 10 minutes)

** Double and change cursor into the item for modification on a terminal information screen. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

- When not saving the contents of modification, push the "NO" carbon button and return to the condition before modification.

[0060] (3) Set up and change the information for connecting to a pin center,large host the home youth terminal which changes communication link information.

** Display push and a setting screen for a figure carbon button "5" by the main menu.

** If a figure carbon button "3" is pushed on a setting screen, a communication link information screen will be displayed. There are use of a circuit class or 0 dispatch and the telephone number in the item of the communication link information on a communication link information screen. Circuit class: Choose the classification of a visitor's telephone line.

The circuit class which carries out [sound] to a beep beep when it PB(ed) : dials.

DP10: The circuit class which does not carry out [sound] to a beep beep when it dials. (10PPS)

DP20: The circuit class which does not carry out [sound] to a beep beep when it dials. (20PPS)

When 0 dispatch uses : talks [line wire] over the telephone, it chooses whether 0 dispatch is carried out (initial value "is not carried out").

The telephone number of a Pin center,large Telephone number:"game-of-go game" pin center,large.

** Double and change cursor into the item for modification. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

[0061] - When not saving the contents of modification, push the "NO" carbon button and return to the condition before modification.

8. Refer for use information for the member who does use enquiry to perform a game-of-go game.

(1) If a figure carbon button "6" is pushed by ** main menu which refers for an available frame, use enquiry will be chosen and an enquiry screen will be displayed. The following menu item is shown in an enquiry screen.

1. Available frame If a figure carbon button "1" is pushed on a 2. use detail 3. transfer account ** enquiry screen, an available frame screen will be displayed. The balance at present is displayed on the available frame screen.

** Push the "YES" carbon button to see a use detail further. A use detail screen is displayed. Moreover, when returning, the "NO" carbon button is pushed.

[0062] (2) Display push and an enquiry screen for a figure carbon button "6" by the ** main menu which refers for a use detail.

** If a figure carbon button "2" is pushed on an enquiry screen, a use detail screen will be displayed. The time used within a past fixed period, the exception of watching a game/game, the use amount of money, etc. are displayed on a use detail screen. When returning, the "NO" carbon button is pushed.

(3) Display push and an enquiry screen for a figure carbon button "6" by the ** main menu which refers for a transfer account.

** If a figure carbon button "3" is pushed on an enquiry screen, a transfer account screen will be displayed. The bank name of a transfer previous application seat, a branch name, deposit classification, the account number, etc. are displayed on the transfer account screen. When returning, the "NO" carbon button is pushed.

9. specification -- a game -- if a figure carbon button "7" is pushed by the ** main menu which carries out (1) registration from which a partner is registered and released, specific partner registration / discharge screen will be displayed.

** An input of a member's user ID made into a specific partner displays the member name

corresponding to user ID. Registration will be decided if the "#" carbon button is pushed. A specific partner can register to six persons.

- If registration is completed, the "NO" carbon button will be returned to push and a main menu.

[0063] (2) Push "7" carbon buttons in the condition that ** main menu to cancel is displayed. Specific partner registration / discharge screen is displayed.

** On specific partner registration / discharge screen, double cursor with the member who wants to cancel and push a "clearance" carbon button. since a discharge acknowledgement message is displayed - when canceling, the "YES" carbon button is pushed.

- When canceling discharge, push the "NO" carbon button.

** If discharge is completed, the "NO" carbon button will be returned to push and a main menu.

[0064] Drawing 11 shows the hardware configuration of one example of a home youth terminal. drawing 11 -- setting -- 70 -- a home youth terminal and 71 -- CPU and 72 -- RAM and 73 -- a video interface and 75 -- for a remote control interface and 78, as for soft curd and 80, television and 79 are [a software card reader and 76 / Modem MODEM and 77 / remote control and 81] line networks. It does not pass over the configuration of such a home youth terminal to one example, but various configurations are possible for it if needed.

[0065] In the home youth terminal 70, the application program of a game-of-go game is stored in soft curd 79, and the activation of a game-of-go game of it is attained by inserting and carrying out loading of the soft curd 79 to the software card reader 75. Although soft curd 79 is made from RAM in which fixation was carried out by EPROM and the battery back-up, as a medium of an application program, the storage of arbitration, such as MO, and Zip, CD-ROM, can be used for others.

[0066]

[Effect of the Invention] Since cursor is moved or jump migration of cursor near the stone which the star place and partner of arbitration placed immediately before is attained at any time via auxiliary Rhine added to the face of a board even if the aspect of affairs of a game-of-go game progresses and it gets a stone blocked in the face of a board by this invention, the efficiency of **** actuation is increased remarkably, and a game can be advanced smoothly.

[Translation done.]

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TECHNICAL FIELD

[Field of the Invention] This invention relates to the control approach of the game-of-go game which sets up the location which places a stone, and a program storage by moving cursor using a cursor key in equipment equipped with cursor keys, such as a dumb terminal, and television, a personal computer.

[0002] Even if there is no mouse function in the equipment which performs a game-of-go game or there is a mouse function, to perform cursor advance actuation using a cursor key When striking a stone, cursor from a home position to a target **** location An vertical and horizontal cursor key must be operated suitably, zigzag migration must be carried out along line Rhine (striping) and train Rhine (vertical line) of the face of a board, and such complicated actuation is needed that an aspect of affairs progresses and a stone is got blocked in the face of a board. This invention offers easy and the means quickly made movable for cursor to the target position of the face of a board using a cursor key.

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PRIOR ART

[Description of the Prior Art] the game with which the game-of-go game operated on a computer in recent years plays a match against distant others through the host on a network from the one-person game mold against a machine -- a mold and a game -- diversification and advanced features are attained to the almost same things as a battle which observe inner others' game, such as a watching-a-game mold, the interest of a game-of-go lover is raised, and use is being expanded. By the latest Internet or the spread of personal computer communications, especially an interactive game such serves as an environment which is much more easy to use.

[0004] Moreover, use of the terminal of the short form called the so-called home youth terminal aiming at vote of a horse race, transactions of a stock, etc. is also prosperous recently. Although such a home youth terminal is connected to a pin center, large host through a network and dealings processing of the purpose is performed, not only dealings processing but a game-of-go game etc. can be enjoyed.

[0005] Many of home youth terminals do not have the monitor or indicating equipment of dedication for low-costizing, but generally and similarly, displaying using television does not have the independent mouse or independent keyboard like a personal computer, either, but it is performing the command and the entry of data using the control key formed in the remote control for terminal handlings, a cursor key, a ten key, etc.

[0006] Drawing 12 (a) shows the outline of a transaction processing system in which the conventional home youth terminal was used.

[0007] For a home youth terminal and 2, as for a pin center, large host and 4, in drawing 12 (a), a line network and 3 are [1-1, 1-2,, 1-N / a dealings processing program and 5] game-of-go game programs. Although one pin center, large host 3 is made to serve both dealings and a game-of-go game for simplification in drawing, its service may be separately given by different pin center, large host.

[0008] Each user advances the service request of dealings or a game-of-go game from the home youth terminal (1-1, 1-2,, 1-N) which he holds to the pin center, large host 3 through a line network 2. If a service request is received, the pin center, large host 3 will start the dealings processing program 4 or the game-of-go game program 5 according to the demanded contents of service, and will perform service processing to the home youth terminal of a requiring agency.

[0009] Drawing 12 (b) shows the outline configuration of a home youth terminal. In drawing 12 (b), the remote control for actuation in television for home use on which 1 uses a home youth terminal and 6 as an indicating equipment, and 7, and 7a, 7b and 7c are the control carbon button section of remote control, the cursor key section, and the ten key section, respectively.

[0010] The home youth terminal 1 and television 6 are controllable by remote control 7. There are a power button, television / terminal change-over carbon button, a television channel change-over carbon button, etc. in control carbon button section 7a of remote control 7, there

is a cursor key for the cursor advance actuation for choosing a menu and a command in cursor key section 7b, and there are a numerical keypad, a definite (activation) key, etc. for data inputs in ten key section 7c. In order for a user to perform a game-of-go game using the home youth terminal 1 equipped with such remote control 7, remote control 7 is operated first, the home youth terminal 1 is set as the mode of operation of a game-of-go game, and processing service of a game-of-go game is required of the pin center, large host 3. a game -- since the face of a board will be displayed on the screen of television 6 and game activation will be attained if a partner determines, remote control 7 is operated and **** is performed.

[0011] **** is performed after remote control 7 and the bottom by deciding, if cursor is moved the shape of a straight line, and in the shape of zigzag to a target position along with X Rhine and Y lines and a target position is arrived at by cursor key actuation of the left and the right.

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EFFECT OF THE INVENTION

[Effect of the Invention] Since cursor is moved or jump migration of cursor near the stone which the star place and partner of arbitration placed immediately before is attained at any time via auxiliary Rhine added to the face of a board even if the aspect of affairs of a game-of-go game progresses and it gets a stone blocked in the face of a board by this invention, the efficiency of **** actuation is increased remarkably, and a game can be advanced smoothly.

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TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention] In the cursor control in the conventional game-of-go game, when moving cursor along with X Rhine or Y lines, it ignored, even if the stone was placed in the migration direction, and the method of following the squares one by one was taken. For this reason, when from the current position of cursor to the **** location was separated, the cursor advance took time amount, and while it was complicated, the problem that trouble arose was in a smooth advance of a game.

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MEANS

[Means for Solving the Problem] If this invention has a stone in the direction of a cursor advance in the cursor advance actuation at the time of ****, increase in efficiency will be attained by making it jump to the empty location of the point.

[0014] (a) of drawing 1 , (b), and (c) are what was illustrated about the case of migration of this of the direction of X Rhine, (a) of drawing 1 shows the location before migration of cursor, and (b) of drawing 1 shows the contents of cursor control. If rightward cursor is operated in the cursor current position of (a) of drawing 1 , a rightward sequential coordinate location will be investigated, the coordinate on which the stone is put will be skipped, and the first empty location will be searched with this example. In this case, it jumps over three continuous stones and cursor is moved to the location shown in (c) of drawing 1 R> 1.

[0015] moreover, as shown in (a) of drawing 2 , when all the in-every-direction cross directions centering on a target **** location are fill uped with the stone Although a stone cannot be put on a target **** location since an empty location just before making it possible to jump to a target **** location does not exist, next, in this invention This is solved the lower side of the face of a board of a go board by adding auxiliary Rhine (****) in which only a cursor advance is possible, as shown in (b) of drawing 2 . Cursor is first put on X location corresponding to a target **** location on this auxiliary Rhine, and cursor actuation to which cursor is moved upward is performed, and it is made to jump from there to a target **** location.

[0016] This invention abolishes the long need of carrying out distance migration for cursor only by cursor key actuation by having a means to position cursor in either of nine star places of the face of a board, or its near directly again.

[0017] this invention -- again -- a game -- the long need of carrying out distance migration is abolished for cursor only by cursor key actuation also by having a means to position cursor directly near the stone which the partner struck immediately before.

[0018] further -- this invention -- a screen -- a game -- when it changes to waiting states, such as waiting, and it makes it possible to change to the screen of others, such as television, and to stand by and a waiting state is canceled, the serviceability to a user is raised by having a means to return automatically in the original screen or the screen of the defined transition place accompanying a waiting state dissolution.

[0019] This invention is constituted as follows.

The face of a board of a go board is displayed on the screen of equipment. (1): **** In the control approach of the game-of-go game which is moved along with the gridline of the face of a board from a position to a target **** location by cursor key actuation, and performs cursor The configuration characterized by jumping over cursor to the first empty location towards the this directed cursor advance when the stone is put on the following cursor advance point directed by cursor key actuation in the case of the cursor advance at the time of the above-mentioned ****.

(2): in (1), auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration

of the face of a board displayed on the screen is prepared, and it is on this auxiliary Rhine about cursor according to cursor key actuation -- it is -- the configuration characterized by making it movable between this auxiliary Rhine and the face of a board at arbitration.

(3): It is the configuration characterized by the star place to which the numerical keypad corresponds, or the star place concerned being vacant in cursor when nine star places of the face of a board are matched with nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated in (1) or (2), and making it move to the empty location of the near directly when it is not a location.

(4): (1) thru/or (3) -- setting -- predetermined key directions -- cursor -- a game -- the configuration characterized by a partner making it move to the empty location near the stone struck immediately before directly.

(5): The empty location of said near to which cursor is moved in (3) or (4) is a configuration characterized by searching from the inside to a clockwise rotation or a counterclockwise rotation outside by making the location of the stone used as the criteria of migration into the central point.

(6): The configuration characterized by advancing to the empty location of a degree which had cursor searched by carrying out consecutive operation of the predetermined key in (5) one by one.

(7): The configuration characterized by carrying out sequential cancellation of the cursor advance performed immediately before in (5) or (6) whenever it operates other predetermined keys.

(8): It is the configuration characterized by being the terminal with which equipment cooperates with a host through a network in (1), and being what carries out actuation control with the remote control equipped with the control key, the cursor key, and the ten key.

(9): (8) -- setting -- equipment -- a game -- an application screen and a game -- the configuration characterized by to change to the screen of operation on which predetermined corresponds automatically when a waiting state is canceled, even if it has two or more screens including a screen of operation, and it enables the change to arbitration of a screen of operation, a certain screen of operation will be in a waiting state and a change on other screens of operation is performed.

(10): The configuration of the storage which stored the program with the game-of-go game control function which makes it jump over cursor in the first empty location which is towards the this directed cursor advance when the face of a board of a go board is displayed on a screen, cursor key actuation is answered, cursor is moved along with the gridline of the face of a board at the time of **** and the stone is put on the following cursor-advance point directed by cursor key actuation in that case.

(11): in (10), auxiliary Rhine to which **** was forbidden by one side and parallel of the arbitration of the face of a board on a screen is displayed, and it is on this auxiliary Rhine according to cursor key actuation -- it is -- the configuration of the storage which stored the program which has the game-of-go game control function to which cursor is moved between this auxiliary Rhine and the face of a board.

(12): It is the configuration of the storage which stored the program with the game-of-go game control function which the star place to which the numerical keypad corresponds, or the star place concerned is vacant in cursor when nine star places of the face of a board are matched on a screen at nine numerical keypads in a ten key, respectively and the input of a numerical keypad is detected in (10) or (11), and is directly moved to the empty location of the near when it is not a location.

(13): the time of detecting the input of a predetermined control key in (10) thru/or (12) -- cursor -- a game -- the configuration of the storage which made the program with the game-of-go game control function which a partner moves to the empty location near the stone placed

immediately before directly memorize.

(14): The configuration of the storage which stored the log ram with the function to cooperate with a host through a network and to perform the operational administration and motion control of a game-of-go game in (10).

(15): (14) -- setting -- a game -- an application screen and a game -- the configuration of the storage which stored the program which has the control function changed automatically in the screen of operation on which predetermined corresponds when a waiting state is canceled, even if it has managed two or more screens including a screen of operation possible [the change to arbitration], a certain screen of operation will be in a waiting state and a change on other screens of operation is performed.

[0020] Drawing 3 explains the outline configuration of this invention.

[0021] The remote control which simplified 7 for convenience and was displayed in drawing 3 , and 10 Television and the display of monitor **, 11 -- the screen of a display 10 -- a game -- the face of a board of the go board which consists of every direction of 19x19 lines displayed on the ** -- For the home position of cursor, and 13, a cursor key and 14 are [auxiliary Rhine where 12 was added by this invention the lower side of the face of a board 11, the cursor by which 12a is used for directions in a **** location, and 12b] a ten key, and S1 - S9. The star on the face of a board is shown, respectively.

[0022] When performing a cursor advance for ****, a cursor key 13 is operated fundamentally, and if there is a stone on the way from the current position to a target **** location, it will jump over cursor, and cursor is moved to zigzag. However, the stone is all got blocked in Rhine of all the directions that carry out an in-every-direction cross, or some directions in the target **** location, and when it has trouble in a cursor advance, cursor 12a is first moved on auxiliary Rhine 12, it moves to a longitudinal direction to the location on auxiliary Rhine 12 corresponding to the migration target position of the face of a board, cursor 12a is operated upward from the location, and it is made to jump to the migration target position of the face of a board 11.

[0023] Moreover, it is necessary to repeat zigzag many times, and it can be far to a target **** location, or the shortcut approach can be used when actuation is troublesome. The 1st shortcut approach is jumped to the star place of arbitration using a ten key 14. Therefore, nine stars S1 on the face of a board 11 - S9 It matches with nine numerical-keypads "1" - "9" of a ten key 14, respectively, and when it detects that the numerical keypad which exists at the time of **** was operated, the star place corresponding to the numerical keypad is made to jump cursor. In this case, when a stone is already in the star place of a jump place, the empty location of that near is chosen and it is made to make it jump there.

[0024] the 2nd shortcut approach -- a game -- it jumps to the empty location near the stone which the partner struck immediately before. Usually, since a partner strikes the stone of a countermove to that near in response to it in many cases when a player's one side strikes a stone, this shortcut approach serves as a quite effective means. This shortcut is made to perform by actuation of for example, the "*" key of remote control.

[0025] After making cursor jump using these shortcut, the cursor advance by cursor key actuation can be performed further if needed.

[0026]

[Embodiment of the Invention] Drawing 4 thru/or drawing 8 explain the mode of operation of this invention.

[0027] Drawing 4 shows the example configuration of the home youth terminal which applied this invention. In drawing 4 , 20 is a home youth terminal, and although the illustration abbreviation is carried out, it is combined with a host through a circuit. 20a is the game-of-go game processing section which performs execution control of a game-of-go game by this invention, and is realized by the program. A display and control section for the remote control

for terminal handlings and 23 to carry out the image display output of television on which 21 is used as a monitor, and 22 at television 21, and 24 are the remote control interface sections which detect the carbon button/key stroke of remote control 22. The home youth terminal 20 is essentially equipped with each element of these 21-23. 25 is a face-of-a-board data table which manages the coordinate and **** data of the face of a board, and whenever **** is performed, it is updated. 26 is an auxiliary pipeline table holding the coordinate data of auxiliary Rhine added to the face of a board. 27 is a game-of-go game control section, according to the current data of the face-of-a-board data table 25, the **** location of a degree, and the Ruhr of the game of go, advances the aspect of affairs of the game of go, and updates the face-of-a-board data table 25. 28 is the cursor control section and targets possible the face of a board and auxiliary Rhine for a cursor advance.

[0028] The cursor control section 28 answers the cursor key of remote control 22, and actuation of a ten key, and performs cursor control.

[0029] Drawing 5 is the flow of the cursor control at the time of cursor key actuation. When it detects that the cursor key of the direction of either of vertical and horizontal was operated, the coordinate location of a degree is chosen in the direction of the operated cursor key. When a this time current cursor location is already located at the edge of the face of a board and the next cursor location separates from the face of a board, it turns to the coordinate of the edge of the opposite side. If it investigates whether the stone is put on the selected coordinate location, and the stone is placed, the coordinate location of a degree is chosen further, the above-mentioned actuation is repeated and the stone is not placed, cursor is positioned in the coordinate location.

[0030] Drawing 6 is the flow of the cursor control at the time of ten key actuation. When the "0" keys are operated, the mid gear of auxiliary Rhine is made to jump cursor from the current position.

[0031] When the "1" key is operated, the coordinate of the upper left star of the face of a board is chosen. However, when a stone is already in an upper left star, the empty location near the upper left star is chosen. When the "1" key is operated continuously here, other empty locations are chosen centering on an upper left star, and cursor is moved. For example, an upper left star is made into the central point, as shown in drawing 7, it is clockwise vacant toward an outside with the surroundings from the inside, and a location is searched, and cursor is positioned in the first empty location. In addition, of course, you may search counterclockwise.

[0032] Cursor control to the following stars is performed corresponding to each of "2" - "9" key having been operated similarly.

[0033]

"2" key: -- Nakagami star "3" key: -- upper right star "4" key: -- ***** "5" key: -- heavens former "6" key: -- ***** "7" key: -- lower left star "8" key: -- Nakashita star "9" key: -- by continuing and operating the same key of a numerical keypad to a lower right star pan According to the whorl migration Ruhr of the right-handed rotation shown in drawing 7 by the arrow, sequential migration of the cursor can be carried out between the empty locations near the corresponding star place. Moreover, by repeating and operating the "-" key, sequential cancellation of the last cursor advance can be carried out, and it can return to the original location at the circumference of reverse.

[0034] Moreover, when the "*" key is operated, cursor can be directly moved to the empty location near the stone which the partner struck immediately before. Also in this case, an empty location positions cursor in the empty location which was searched according to the whorl migration Ruhr of the right-handed rotation of drawing 7 centering on the stone which the partner struck immediately before, and was searched first. And if the "*" key is operated continuously, it will control to go back cursor to the original location, whenever [which was

searched next in cursor] it is vacant, and it advances to a location one by one and the "-" key is operated, and to return.

[0035] Drawing 8 shows the example configuration of the system which enables service of a game of a game-of-go game etc. between remote home youth terminals through a pin center,large host.

[0036] In drawing 8 , 31-1, 31-2, ..., 31-N of a home youth terminal and 32 are [a line network and 33] pin center,large hosts.

[0037] the game from the main menu screen each home youth terminal 31-1, 31-2, ..., 31-N cooperate with the pin center,large host 33, and concerning a game-of-go game -- service of an application, a watching-a-game application, information enquiry, use enquiry, specific waging-war partner registration, etc. -- the pin center,large host 33 -- it can require -- further -- as terminal independent off-line processing -- a game -- reappearance and setting change information can be performed.

[0038] In order that the pin center,large host 33 may cope with these service requests from each home youth terminal, Application reception processing a proposer list -- being based -- a game -- a proposer -- a game -- the game as which a partner candidate is made to show and choose -- A game is shown. a game -- the game which manages an inner game -- watching a game is possible to a watching-a-game proposer using a managed table -- Information guidance processing in which it shows a member to various kinds of events, service, etc. by the information file to watching-a-game application reception processing, information enquiry, etc. which are made to choose, the use management and the game of specification the whole member according to a member's available balance or enquiry of a use detail and a transfer account -- it can compete against a partner -- as -- specification -- a game -- the game registered into a partner table -- it has functions, such as partner registration processing.

[0039] Drawing 9 shows the outline of the service request procedure in a home youth terminal. the game from the screen of a main menu -- if service of an application, a watching-a-game application, etc. is chosen -- the conditioning screen of each service -- changing -- for example, a game -- the case where it proposes -- a game -- about a partner's stage -- etc. -- the game which specifies conditions -- the basis of the conditions which the partner condition selection screen was displayed and were set up here -- further -- a game -- a partner selection screen or a specific partner selection screen -- displaying -- a game -- a partner chooses and a game starts.

[0040] a game -- a game suitable at an application -- that a partner is not found **** -- a game -- when a partner considers carefully to inside and the latency time becomes long in it, using remote control, it can change to a television screen or can return to the screen of a basis. moreover, the screen -- once -- waiting states, such as notice waiting from a host, -- carrying out -- a game -- it changes to screens, such as other services of reappearance, information enquiry, etc., or television, and when the conditions used as waiting -- the notice from a host is detected -- are fulfilled, it can change to a predetermined screen automatically.

[0041] For example, while holding the processing state of a current screen and changing it to the demanded new service screen when it becomes the notice waiting from a host during processing activation in a certain service screen, and a change demand on other service screens is detected in the condition, interrupt processing is started by the notice from the host to a previous service screen. If the notice from a host is detected here, interrupt processing is performed, a new screen on display will be ended, the saved original screen will be ended, and screen processing of the saved origin will be resumed.

[0042] Drawing 10 shows the appearance of one example of the remote control which can be used by this invention.

[0043] The power button to which 40 carries out ON/OFF of the power source in drawing 10 , ** / ** carbon button with which 41 changes a stop/restart of a screen, The channel carbon

button with which 42 changes the receiving channel of a teletext or television, The program carbon button with which 43 changes the program number of a teletext, the page carbon button with which 44 changes the page of a teletext program, The "A" carbon button and 47 the cursor key in which 45 carries out cursor actuation, and 46 The "B" carbon button, 48 the "*" carbon button and 50 for a figure (0-9) key and 49 The "-" carbon button, 51 the "NO" carbon button and 53 for the "*" carbon button and 52 The "YES" carbon button, In 54, a clear carbon button and 55 the "D" carbon button and 57 for the "C" carbon button and 56 The "E" carbon button, The title carbon button with which the "F" carbon button and 59 display a magazine carbon button on a screen, and, as for 60, 58 displays a title, the table-of-contents carbon button with which 61 displays a table-of-contents screen, the mode carbon button with which 62 changes the function of the program of a teletext, television, and soft curd, and 63 are print buttons.

[0044] Next, the concrete operating instructions at the time of performing the game-of-go game of this invention with a home youth terminal are explained.

1. The soft curd with which the way (1) game-of-go game program to begin is stored is inserted in the soft curd opening of a home youth terminal.

(2) Switch on the main power supply of a home youth terminal.

(3) The power button of remote control is pushed, turn on the processing part of a home youth terminal, start the application of a game-of-go game, and display an initial screen.

(4) Display the main menu of push and a game-of-go game for the "#" carbon button of remote control. There are the following seven menu items in a main menu.

1. a game -- application 2. games watching-application 3. -- a game -- reappearance 4. information 5. setup The initial screen of push and a game-of-go game is displayed for the "NO" carbon button of remote control in the condition that the main menu of a method of end of 6. use enquiry 7. specification partner registration / discharge 2. (1) game-of-go game is displayed.

(2) Push the "power-source" carbon button of remote control only once, and erase an initial screen.

(3) Shut off the main power supply of a home youth terminal.

(4) Pick out soft curd from a soft curd opening.

3. (1) which competes -- the condition that the ** main menu which applies for a game is displayed -- "1" carbon button of remote control -- from push and a menu -- "-- 1. -- a game -- choose application." Then, a screen changes to a partner criteria specification screen. On a partner criteria specification screen, it chooses first whether "it not carrying out" and an "it carries out" "specification" partner are specified for partner criteria specification.

[0045] - Since cursor is "not to carry out" when not specifying partner conditions, push the "#" carbon button as it is.

- "it carrying out", when specifying partner conditions -- cursor -- doubling -- the "#" carbon button -- push -- further, as partner conditions, choose extent of the top [himself], bottom, and stage class etc. in the pictures, and push the "#" carbon button.

- a list of "the specific partner" who doubles cursor, and and has registered the "#" carbon button into "the specific partner" when specifying a specific partner -- displaying -- hope -- a game -- double cursor with a partner and push the "#" carbon button. [the partner]

[0046] (2) a game -- if the "#" carbon button is pushed on the partner criteria specification screen which looks for a partner -- a game -- a partner selection screen is displayed. a game -- a partner selection screen -- the selection column of "automatic introduction", and a game -- the list of a partner candidate's identifier and the stage class, conditions of choice, etc. is displayed.

[0047] ** the corresponding game -- a[when there is a partner]. -- a game -- a partner selection screen top - a game -- double cursor with "automatic introduction" and push the "#"

carbon button to choose a partner automatically.

- a game -- when choosing a partner by oneself, double cursor with the partner who wishes and push the "#" carbon button. then, a game -- an application check screen is displayed.

b. a game -- an application check screen -- a game -- the game chosen on the partner selection screen -- a partner's identifier and stage class are displayed.

- In a right case, the contents of an application push the "YES" carbon button. Then, an application result screen is displayed.

- When changing the contents of an application, push the "NO" carbon button. then, a game -- since it returns to a partner selection screen -- again -- a game -- a partner is chosen.

c. In an application result screen, the message of the purport that - partner has consented to the game, and the hope of the first move and ***** are notified. If a partner may be as desired, the "YES" carbon button will be pushed and a game will be started.

- When changing a partner's conditions of choice, input push and the conditions of choice for the "NO" carbon button. Cursor is doubled with the existence or ***** of a smith helper, a defensive hand, and a handle-grip handicap, and the "#" carbon button is pushed. After inputting, the "YES" carbon button is pushed.

** the corresponding game -- although there is a partner -- a game -- the case where he wants to make it waiting -- a game -- display push and a sub menu for the "B" carbon button on a partner selection screen. There is the following menu item in a sub menu.

[0048]

1. a game -- application 2. -- a game -- waiting 3. -- a game -- waiting cancellation and a figure carbon button "2" -- push and a game -- if waiting is chosen -- a game -- a waiting partner condition screen is displayed. a game -- partner criteria specification "is carried out" to a waiting partner condition screen -- the selection column of the stage class range is prepared for the partner a top [himself] or the bottom as that selection column and partner conditions. ["it does not carry out" and]

- a game -- a waiting partner condition screen -- a game -- set up waiting partner conditions. a setup -- the game of 3 (1) -- it carries out by the same approach as a setup of partner conditions.

** the corresponding game -- the case where there is no partner -- a game -- the message of the purport, in which a partner does not exist is displayed.

- a game -- when carrying out waiting, push the "YES" carbon button. thereby -- after that -- a game -- it comes to be notified when there is an application.

- a game -- when not carrying out waiting, push the "NO" carbon button. Then, it returns to a main menu.

[0049] (3) a game -- ** which receives an application -- the time of the condition of the waiting for a game -- a game -- the game which will tell a partner's identifier and go skill if there is an application (offer) -- a request screen is displayed.

- When accepting an offer, push the "YES" carbon button. then, a game -- a condition screen is displayed.

- When not accepting an offer, push the "NO" carbon button. a game -- a waiting state is continued.

** a game -- on a condition screen, a smith helper/defensive hand, a handle grip, the existence of a handicap, and ***** can be set up, and it is alike, respectively, double cursor, and push the "#" carbon button.

- When leaving the decision of a smith helper/defensive hand to a pin center, large, choose a handle grip. a game -- if all conditions are right, the "YES" carbon button will be pushed. then, the game to which it makes it direct whether to permit watching a game about this game -- a watching-a-game authorization screen is displayed.

** a game -- in a watching-a-game authorization screen, when permitting watching a game,

push the "YES" carbon button. When not permitting watching a game, the "NO" carbon button is pushed. Only when both who compete grant a permission, watching a game from from [else] is attained.

[0050] (4) the game which strikes the ** stone which starts a game -- if a watching-a-game authorization screen is completed -- a game -- a screen is displayed. a game -- a screen -- about the face of a board, auxiliary Rhine and a player name, and a stage -- a handicap and a move -- it has and time amount, agehama, etc. are displayed.

- In its move, the white round head (O) of cursor is displayed on auxiliary Rhine under the face of a board. A white round head is moved with a cursor carbon button, and the "#" carbon button is pushed according to the location which strikes a stone. A mark (a flake or sunspot) sticks in the center of the stone struck at the end.
- The white round head (O) of cursor moves vertically and horizontally with a cursor carbon button. When it is in an vertical and horizontal edge, it moves to the edge of bottom top right and left, respectively.

- Prevent from striking a stone to the location by which the stone is already struck, and the location which becomes a suicide hand.
- If "1" - "9" of a figure carbon button is pushed, cursor will move "5" to the location which corresponds as heavens origin, respectively. When the stone is already struck, it moves to the location which can strike the neighborhood.

- A push on "0" of a figure carbon button moves cursor in the center in auxiliary Rhine under the face of a board.

- A push on the "*" carbon button moves a partner near the stone placed immediately before. [0051] ** Within a certain condition, way ***** is made after way **** and ***. a game -- if a "clearance" carbon button is pushed in the state of a screen display, the check screen of way return will be displayed. If the "YES" carbon button is pushed on a check screen, way return will be performed, and way return will be canceled if the "NO" carbon button is pushed.

- Way return cannot be performed, when 30 seconds after **** pass, the partner has not already ****(ed) or a partner does not understand way return.

- When comprehension of way return is able to be calculated, and understanding, push the "YES" carbon button. It becomes a partner's move. When not understanding way return, the "NO" carbon button is pushed. A move does not change.

(5) It will be ending if the ending location which should **** is lost. An end is the consensual validation and care and cleaning of - end (a bond, nick, etc.).

- Carry out in order of life-and-death modification.

** - which checks an end mutually -- a game -- a sub menu will be displayed if the "B" carbon button is pushed in the state of a screen display. The following menu items are displayed on this sub menu.

1. -- way return 2 and pass 3. end 4. giving-up-the-game 5. termination 6. forced-termination 7. routine-message selection -- if a figure carbon button "3" is pushed here, it will become an end offer and an end check screen will be displayed.

- a. On an end check screen, when - end offer is checked, push the "YES" carbon button.

- When canceling an end offer, push the "NO" carbon button.

- b. if the check of an end offer is performed -- a game -- it becomes the reply waiting from a partner. A response of a partner displays a result on an end screen.

- It is ending when a partner understands.

- It becomes continuation of a game when a partner does not understand.

- c. When [which is case / when / and understood] an end is able to be offered, push the "YES" carbon button. - When not understanding, push the "NO" carbon button.

** Repair.

- When both player accepts an end, a care-and-cleaning screen is displayed.

- Ensure care and cleaning (a bond, nick, etc.).

It passes, when there is no location which repairs.

- Both player repairs by turns, and end and make a life-and-death change of the care and cleaning in the phase which both sides passed.

** Change life and death.

- When changing life and death, double cursor with the corresponding stone and push the "#" carbon button.

- If all life-and-death modification finishes, the "YES" carbon button will be pushed. The classification of land after life-and-death modification is displayed.

- When there is no location to change, push the "YES" carbon button. When making a life-and-death change again, the "YES" carbon button is pushed.

- After mutual life-and-death modification finishes, classification of land is calculated automatically and a count result is displayed on an end result screen.

** Give up the game.

a game -- if push and a sub menu are displayed in the "B" carbon button in the state of a screen display, a figure carbon button "4" will be pushed. Then, a giving-up-the-game check screen is displayed.

- When giving up the game, push the "YES" carbon button.

[0052] - When not giving up the game, push the "NO" carbon button.

(6) Pass.

a game -- the "B" carbon button is pushed in the state of the display of a screen or an end screen. Since a sub menu is displayed, if push and pass are chosen, a pass check screen will be displayed in a figure carbon button "2."

- When passing, push the "YES" carbon button.

- When not passing, push the "NO" carbon button.

[0053] (7) the game which sends a message -- a message can be sent to a partner.

** first -- a game -- display the sub menu which stated the "B" carbon button by push and ** of (5) in the state of a screen display. Push and routine-message selection are directed for a figure carbon button "7" here. A routine-message selection screen is displayed.

** Two or more kinds of short messages an easy greeting and for conversation are shown by the routine-message selection screen, and double cursor with a message to send and push the "#" carbon button. A message is sent out.

[0054] (8) - to stop -- at the time of the move here, "a termination" forced to terminate is used, when ending. At the time of a partner's move, "forced termination" is used, when ending.

** a game -- display the sub menu which stated the "B" carbon button by push and ** of (5) in the state of the display of a screen or an end screen. Push, "a termination" or of a sub menu, and "forced termination" is chosen for a figure carbon button "5" or "6." A check screen is displayed corresponding to each selection.

- When understanding, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

** a game -- if a termination can offer from a partner -- a game -- a termination request screen is displayed.

- When understanding, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

** If forced by either of the players to terminate, a game will be ended unconditionally and a forced-termination screen will be displayed.

- If the "YES" carbon button is pushed, it will return to a main menu.

4. (1) watching a game to observe - which looks for a game -- choose push and a watching-a-game application for "2" carbon buttons in the condition that the ** main menu to observe is displayed.

- The list of the games which can be observed is displayed as a pin center,large after a communication link.

* When there is no game which can be observed, a message to that effect is displayed.

** The game will be displayed, if cursor is doubled with a game to observe and the "#" carbon button is pushed.

[0055] (2) When ending watching [which ends watching a game] - games, return the "A" carbon button to push and a main menu.

(3) a game - observed in the waiting state -- a game -- after applying for waiting -- "-- (1) watching a game - which looks for a game -- a game is watched -- " -- ** -- perform the same procedure. if it applies for a game during watching a game -- a game -- a candidate's identifier and stage class are displayed.

- "-- 3. (3) -- a game -- an application is received -- " -- ** -- perform the same procedure. When not accepting a game, watching a game is continuously possible.

5. Or it performed at the terminal to the home youth terminal reproducing a game, the procedure of the game under activation is recorded to six affairs, and can reappear to arbitration.

[0056] (1) reappearance - which looks for a game -- if "3" carbon buttons are pushed in the condition that the ** main menu to reproduce is displayed -- a game -- reappearance is chosen.

- the game which a pin center,large does not communicate but shows the list of reproducible games -- a record list screen is displayed.

* the case where there is no reproducible game -- a game -- information is not displayed. It returns to a main menu with the "NO" carbon button.

** if cursor is doubled with a game to reproduce and the "#" carbon button is pushed -- the game -- a reappearance indication of the screen is given.

(2) - which advances a procedure -- when advancing - procedure to return, push a right cursor key ">."

- When returning a procedure, push a left cursor key "<" carbon button.

(3) the game which specifies reappearance trouble -- a sub menu will be displayed if the "B" carbon button is pushed during reappearance. There is the following menu item in a sub menu.

1. trouble assignment 2. -- a game -- waiting 3. -- a game -- a push on a waiting cancellation ** figure carbon button "1" displays the trouble appointed screen. There is the input column which specifies eye what hand is reproduced as the trouble appointed screen, and current trouble is displayed in the beginning.

** If trouble to input into the trouble appointed screen is inputted and checked, the "#" carbon button will be pushed.

[0057] (4) If - "A" carbon button which finishes reappearance is pushed, it will return to a main menu.

6. -- "information" which looks at information -- each member from a pin center,large host -- a game -- various information, such as a holding schedule, is notified, and new information is notified when a home youth terminal is connected to a pin center,large host.

** Push a figure carbon button "4" in the condition that the main menu is displayed. The title list screen of information is displayed.

** If the title of information is displayed, cursor will be doubled with the title of information to see and the "#" carbon button will be pushed. This screen of information is displayed.

- Push the "NO" carbon button to see another information. It returns to a title list screen.

- When not seeing another information, push the "A" carbon button. It returns to a main menu.

7. Set up or change [setting] the individual humanity news which changes setting information, terminal information, and communication link information.

[0058] (1) Change the various individual humanity news of the member using the home youth terminal which changes individual humanity news.

** Choose push and a setup for a figure carbon button "5" in the condition that the main menu is displayed. A setting screen is displayed. The following menu item is shown in a setting screen.

1. Individual humanity news If a figure carbon button "1" is further pushed on a 2. terminal information 3. communication link information ** setting screen, an individual humanity news screen will be displayed. There are use of user ID, a password, and nickname, go skill, etc. in the item of individual humanity news.

** Double and change cursor into the item for modification. After changing, and the "#" carbon button is decided.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

- When not saving the contents of modification, return the "NO" carbon button to the condition before push and modification.

[0059] (2) Display push and a setting screen for a figure carbon button "5" by the ** main menu which changes terminal information.

** Push a figure carbon button "2" on a setting screen. A terminal information screen is displayed. There are a sound effect, alarm time setting, etc. in the item of terminal information. Sound effect: Choose whether the sound effect at the time of **** is sounded. (Initial value is turned on)

Alarm time setting: When data are not transmitted in the pin center,large into the set-up time amount, cut connection with a pin center,large. (Initial value is 10 minutes)

** Double and change cursor into the item for modification on a terminal information screen. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

- When not saving the contents of modification, push the "NO" carbon button and return to the condition before modification.

[0060] (3) Set up and change the information for connecting to a pin center,large host the home youth terminal which changes communication link information.

** Display push and a setting screen for a figure carbon button "5" by the main menu.

** If a figure carbon button "3" is pushed on a setting screen, a communication link information screen will be displayed. There are use of a circuit class or 0 dispatch and the telephone number in the item of the communication link information on a communication link information screen. Circuit class: Choose the classification of a visitor's telephone line.

The circuit class which carries out [sound] to a beep beep when it PB(ed) : dials.

DP10: The circuit class which does not carry out [sound] to a beep beep when it dials. (10PPS)

DP20: The circuit class which does not carry out [sound] to a beep beep when it dials. (20PPS)

When 0 dispatch uses : talks [line wire] over the telephone, it chooses whether 0 dispatch is carried out (initial value "is not carried out").

The telephone number of a Pin center,large Telephone number:"game-of-go game" pin center,large.

** Double and change cursor into the item for modification. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

[0061] - When not saving the contents of modification, push the "NO" carbon button and return

to the condition before modification.

8. Refer for use information for the member who does use enquiry to perform a game-of-go game.

(1) If a figure carbon button "6" is pushed by ** main menu which refers for an available frame, use enquiry will be chosen and an enquiry screen will be displayed. The following menu item is shown in an enquiry screen.

1. Available frame If a figure carbon button "1" is pushed on a 2. use detail 3. transfer account ** enquiry screen, an available frame screen will be displayed. The balance at present is displayed on the available frame screen.

** Push the "YES" carbon button to see a use detail further. A use detail screen is displayed. Moreover, when returning, the "NO" carbon button is pushed.

[0062] (2) Display push and an enquiry screen for a figure carbon button "6" by the ** main menu which refers for a use detail.

** If a figure carbon button "2" is pushed on an enquiry screen, a use detail screen will be displayed. The time used within a past fixed period, the exception of watching a game/game, the use amount of money, etc. are displayed on a use detail screen. When returning, the "NO" carbon button is pushed.

(3) Display push and an enquiry screen for a figure carbon button "6" by the ** main menu which refers for a transfer account.

** If a figure carbon button "3" is pushed on an enquiry screen, a transfer account screen will be displayed. The bank name of a transfer previous application seat, a branch name, deposit classification, the account number, etc. are displayed on the transfer account screen. When returning, the "NO" carbon button is pushed.

9. specification -- a game -- if a figure carbon button "7" is pushed by the ** main menu which carries out (1) registration from which a partner is registered and released, specific partner registration / discharge screen will be displayed.

** An input of a member's user ID made into a specific partner displays the member name corresponding to user ID. Registration will be decided if the "#" carbon button is pushed. A specific partner can register to six persons.

- If registration is completed, the "NO" carbon button will be returned to push and a main menu.

[0063] (2) Push "7" carbon buttons in the condition that ** main menu to cancel is displayed. Specific partner registration / discharge screen is displayed.

** On specific partner registration / discharge screen, double cursor with the member who wants to cancel and push a "clearance" carbon button. since a discharge acknowledgement message is displayed - when canceling, the "YES" carbon button is pushed.

- When canceling discharge, push the "NO" carbon button.

** If discharge is completed, the "NO" carbon button will be returned to push and a main menu.

[0064] Drawing 11 shows the hardware configuration of one example of a home youth terminal. drawing 11 -- setting -- 70 -- a home youth terminal and 71 -- CPU and 72 -- RAM and 73 -- a video interface and 75 -- for a remote control interface and 78, as for soft curd and 80, television and 79 are [a software card reader and 76 / Modem MODEM and 77 / remote control and 81] line networks. It does not pass over the configuration of such a home youth terminal to one example, but various configurations are possible for it if needed.

[0065] In the home youth terminal 70, the application program of a game-of-go game is stored in soft curd 79, and the activation of a game-of-go game of it is attained by inserting and carrying out loading of the soft curd 79 to the software card reader 75. Although soft curd 79 is made from RAM in which fixation was carried out by EPROM and the battery back-up, as a medium of an application program, the storage of arbitration, such as MO, and Zip, CD-ROM,

can be used for others.

[Translation done.]

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the principle explanatory view (the 1) of this invention.
[Drawing 2] It is the principle explanatory view (the 2) of this invention.
[Drawing 3] It is the outline explanatory view of this invention.
[Drawing 4] It is the example configuration of a home youth terminal.
[Drawing 5] It is the flow of the cursor control at the time of cursor key actuation.
[Drawing 6] It is the flow of the cursor control at the time of ten key actuation.
[Drawing 7] It is the explanatory view of the example of the procedure of it being vacant near the target position and searching a location.
[Drawing 8] It is the example configuration of game-of-go game service.
[Drawing 9] It is the schematic diagram of the service request procedure in a home youth terminal.
[Drawing 10] It is the external view of one example of remote control.
[Drawing 11] It is 1 example hardware configuration Fig. of a home youth terminal.
[Drawing 12] It is the schematic diagram of the transaction processing system using the conventional home youth terminal.

[Description of Notations]

7 : Remote Control
10: Display
11: Face of a board
12: Auxiliary Rhine
13: Cursor key
14: Ten key

[Translation done.]

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CORRECTION OR AMENDMENT

[Kind of official gazette] Printing of amendment by the convention of 2 of Article 17 of Patent Law

[Section partition] The 2nd partition of the 1st section

[Publication date] November 6, Heisei 13 (2001. 11.6)

[Publication No.] JP,2000-317140,A (P2000-317140A)

[Date of Publication] November 21, Heisei 12 (2000. 11.21)

[Annual volume number] Open patent official report 12-3172

[Application number] Japanese Patent Application No. 11-133674

[The 7th edition of International Patent Classification]

A63F 13/00

[FI]

A63F 9/22 K
F

[Procedure revision]

[Filing Date] March 19, Heisei 13 (2001. 3.19)

[Procedure amendment 1]

[Document to be Amended] Specification

[Item(s) to be Amended] Whole sentence

[Method of Amendment] Modification

[Proposed Amendment]

[Document Name] Specification

[Title of the Invention] The control approach, and a control unit and a program storage of a game-of-go game

[Claim(s)]

[Claim 1] In the game-of-go game by the program control which displays the face of a board of a go board on display screens, such as television, is made to move cursor to a target position by the key stroke of control panels, such as remote control, and performs ****,

The control approach of the game-of-go game characterized by controlling by combination of jump migration and serially migration of the cursor advance at the time of said ****.

[Claim 2] It is the control approach of the game-of-go game characterized by being what the star place to which the numerical keypad corresponds when jump migration of cursor assigns nine star places of the face of a board to nine numerical keypads in a ten key beforehand in claim 1, respectively and a certain numerical keypad is operated, or the star place concerned

is vacant, and carries out jump migration of the cursor to the empty location of the near when it is not a location.

[Claim 3] claim 1 -- setting -- jump migration of cursor -- a predetermined key stroke -- a game -- the control approach of the game-of-go game characterized by being the thing which a partner makes carry out jump migration of the cursor to the empty location near the stone placed immediately before.

[Claim 4] It is the control approach of the game-of-go game characterized by being what detected by the curled form outside from the inside by making into the central point the location of the stone with which the empty location of the jump place of cursor serves as criteria of a jump place in claim 2 thru/or claim 3.

[Claim 5] The further migration in the empty stone near the cursor jumped in claim 4 is the control approach of the game-of-go game characterized by being carried out by making sequential migration carry out outside from the inside a core [the location used as the criteria of a jump place] at a curled form by carrying out consecutive operation of the predetermined key used for the jump.

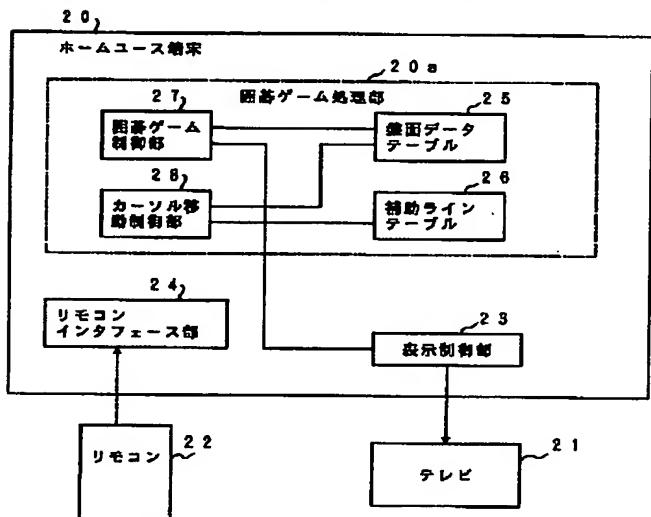
[Claim 6] The cursor which carried out sequential migration outside from the inside in claim 5 at the curled form is the control approach of the game-of-go game characterized by carrying out sequential reversion whenever it operates other predetermined keys.

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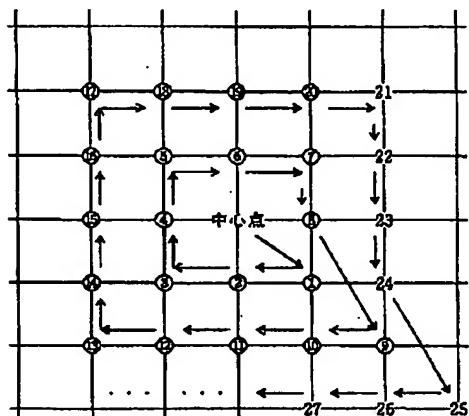
DRAWINGS

[Drawing 4]
ホームユース端末の実施例構成

[Drawing 7]

目標位置の近傍で空き位置を 検索する手順の例の説明図

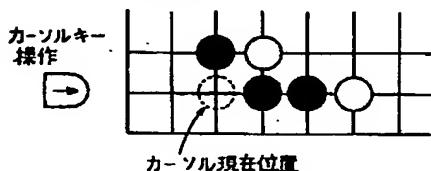
檢索手冊



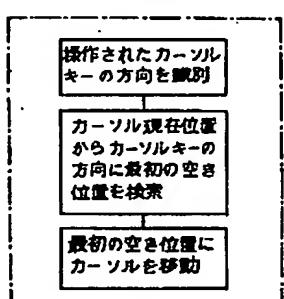
[Drawing 1]

本発明の原理説明図(その1)

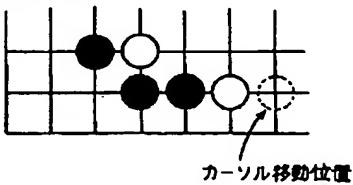
(a) カーソル移動前



(b)

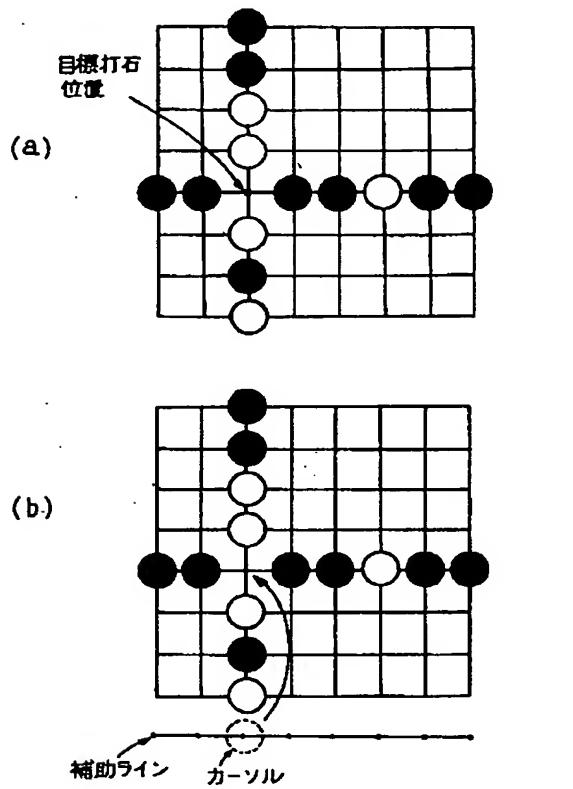


(c) カーソル移動後

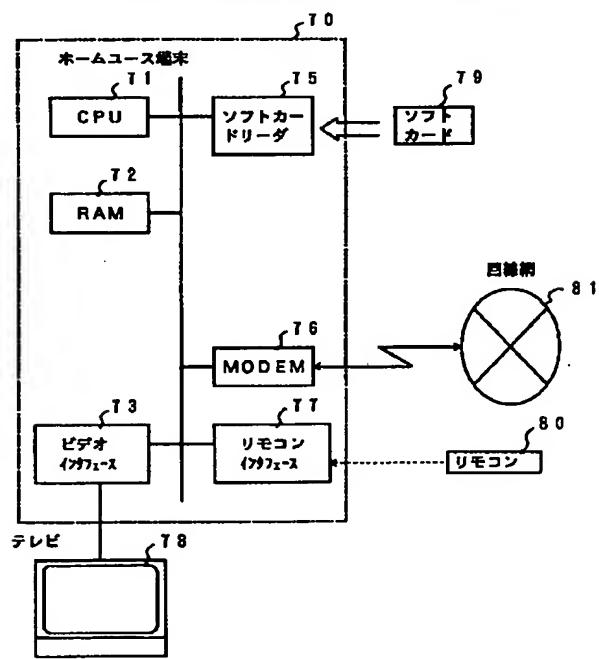


[Drawing 2]

本発明の原理説明図(その2)

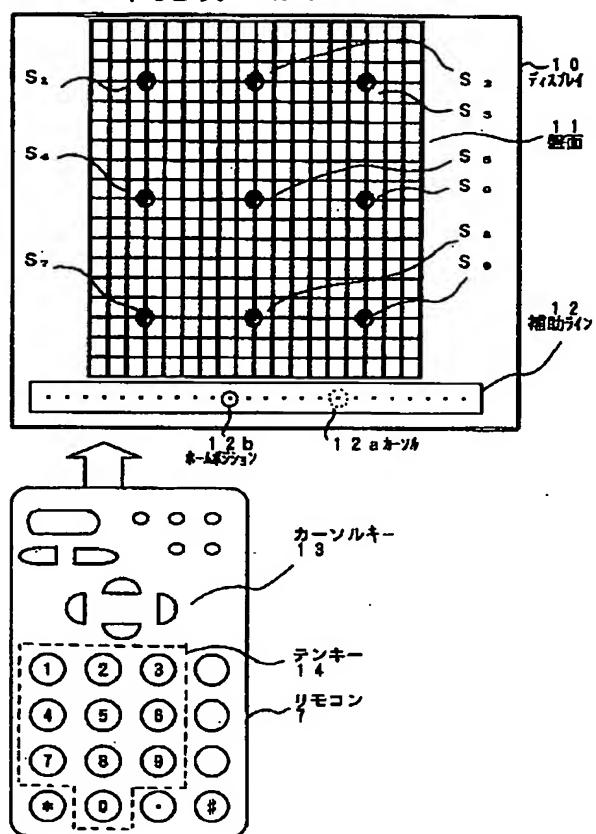


[Drawing 11]
ホームユース端末の1実施例のハードウェア構成図



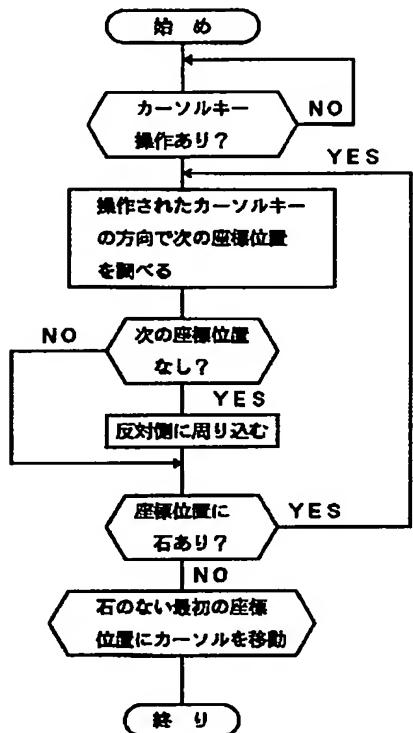
[Drawing 3]

本発明の概要説明図



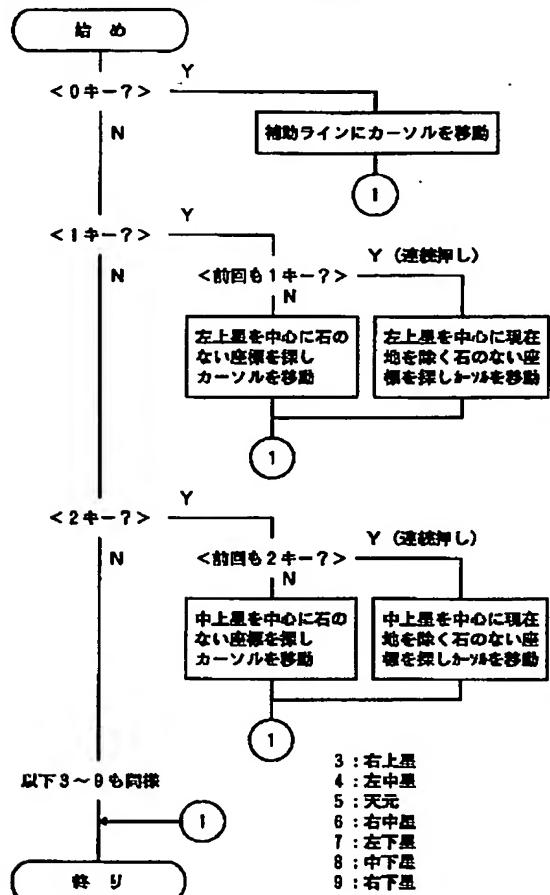
[Drawing 5]

カーソルキー操作時のカーソル
移動制御のフロー

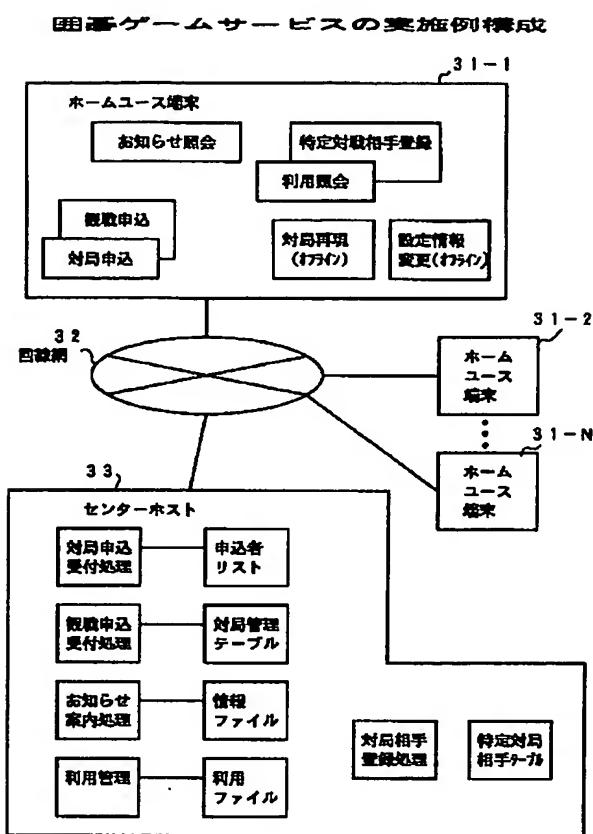


[Drawing 6]

テンキー操作時のカーソル移動制御のフロー

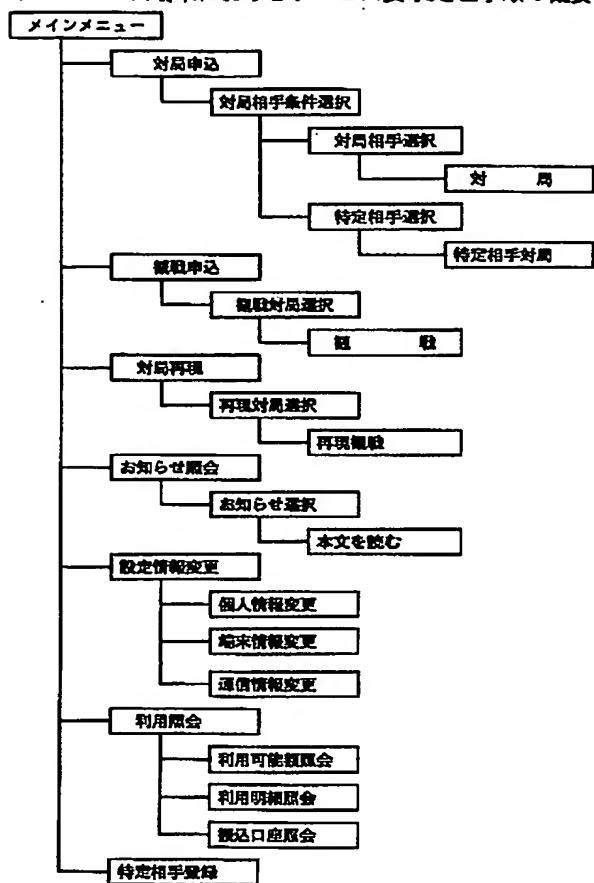


[Drawing 8]

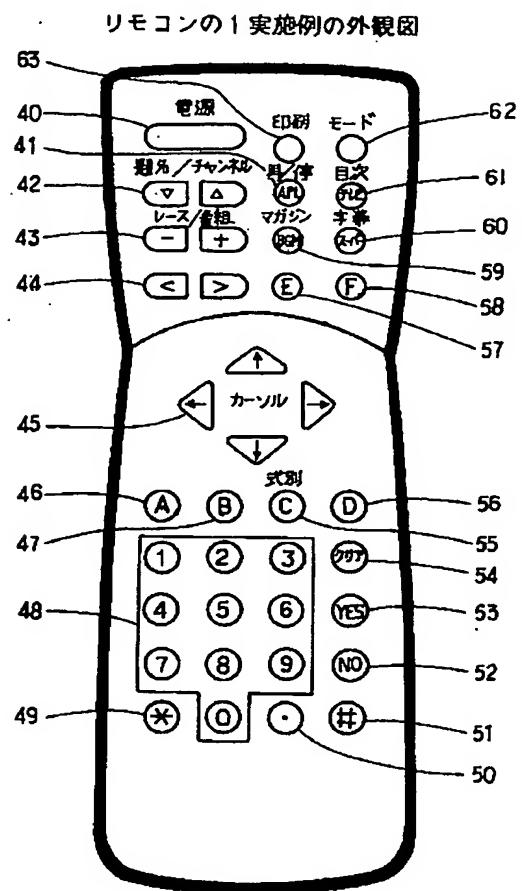


[Drawing 9]

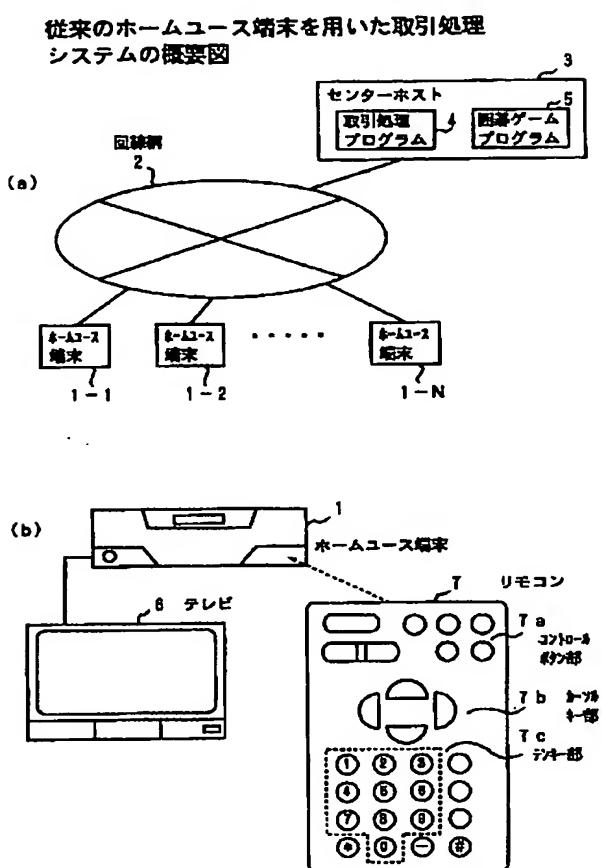
ホームユース端末におけるサービス要求処理手順の概要図



[Drawing 10]



[Drawing 12]



[Translation done.]

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F

[Procedure revision]

[Filing Date] March 19, Heisei 13 (2001. 3.19)

[Procedure amendment 1]

[Document to be Amended] Specification

[Item(s) to be Amended] Whole sentence

[Method of Amendment] Modification

[Proposed Amendment]

[Document Name] Specification

[Title of the Invention] The control approach, and a control unit and a program storage of a game-of-go game

[Claim(s)]

[Claim 1] In the game-of-go game by the program control which displays the face of a board of a go board on display screens, such as television, is made to move cursor to a target position by the key stroke of control panels, such as remote control, and performs ****,

The control approach of the game-of-go game characterized by controlling by combination of jump migration and serially migration of the cursor advance at the time of said ****.

[Claim 2] It is the control approach of the game-of-go game characterized by being what the star place to which the numerical keypad corresponds when jump migration of cursor assigns nine star places of the face of a board to nine numerical keypads in a ten key beforehand in claim 1, respectively and a certain numerical keypad is operated, or the star place concerned

is vacant, and carries out jump migration of the cursor to the empty location of the near when it is not a location.

[Claim 3] claim 1 -- setting -- jump migration of cursor -- a predetermined key stroke -- a game -- the control approach of the game-of-go game characterized by being the thing which a partner makes carry out jump migration of the cursor to the empty location near the stone placed immediately before.

[Claim 4] It is the control approach of the game-of-go game characterized by being what detected by the curled form outside from the inside by making into the central point the location of the stone with which the empty location of the jump place of cursor serves as criteria of a jump place in claim 2 thru/or claim 3.

[Claim 5] The further migration in the empty stone near the cursor jumped in claim 4 is the control approach of the game-of-go game characterized by being carried out by making sequential migration carry out outside from the inside a core [the location used as the criteria of a jump place] at a curled form by carrying out consecutive operation of the predetermined key used for the jump.

[Claim 6] The cursor which carried out sequential migration outside from the inside in claim 5 at the curled form is the control approach of the game-of-go game characterized by carrying out sequential reversion whenever it operates other predetermined keys.

[Claim 7] It is the control approach of the game-of-go game characterized by making cursor jump to the first empty location which exists in the direction when cursor key actuation performs the key stroke of cursor which directs migration serially in claim 1 and the stone is already put on the next location [cursor] of serially migration.

[Claim 8] The control approach of the game-of-go game characterized by establishing the face of a board and auxiliary Rhine to which **** is forbidden by parallel in claim 1 in the outside of the face of a board displayed on the screen, and making cursor movable at arbitration according to cursor key actuation on this auxiliary Rhine and between this auxiliary Rhine and the face of a board.

[Claim 9] The control approach of the game-of-go game characterized by changing to a predetermined screen automatically when the screen of operation displayed on a screen enables the change to television imagery by the predetermined key stroke in claim 1 at the time of a waiting state and this waiting state is canceled.

[Claim 10] In the game-of-go game by the program control which displays the face of a board of a go board on display screens, such as television, is made to move cursor to a target position by the key stroke of control panels, such as remote control, and performs ****, The control unit of the game-of-go game characterized by having the key control means which carries out jump migration of the cursor at the time of said ****, and the key control means to which cursor is moved serially.

[Claim 11] In claim 10, the key control means which carries out jump migration of the cursor When nine star places of the face of a board are beforehand assigned to nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated, It is the control unit of the game-of-go game characterized by being what carries out migration control of the cursor so that cursor may be made to jump to the empty location of the near by the star place to which the numerical keypad corresponds, or the star place concerned being vacant when it is not a location.

[Claim 12] the key control means which carries out jump migration of the cursor in claim 10 -- actuation of a predetermined key -- answering -- a game -- the control unit of the game-of-go game characterized by being what carries out migration control of the cursor so that a partner may make cursor jump to the empty location near the stone placed immediately before.

[Claim 13] The key control means to which cursor is serially moved in claim 10 is the control unit of the game-of-go game characterized by being what carries out migration control of the cursor so that cursor may be made to jump to the first empty location which exists in the

direction when it controls by actuation of a cursor key, it identifies whether a stone is in the next location [cursor] of serially migration and there is a stone.

[Claim 14] The control unit of the game-of-go game which displays auxiliary Rhine to which **** is forbidden by the face of a board and parallel in claim 10 on the outside of the face of a board displayed on the screen, and is characterized by carrying out migration control of the cursor at arbitration according to cursor key actuation on this auxiliary Rhine and between this auxiliary Rhine and the face of a board.

[Claim 15] The program storage which stored the program for game-of-go game control which is a program for game-of-go game control which displays the face of a board of a go board on display screens, such as television, answers the key stroke of control panels, such as remote control, is made to move cursor to a target position, and performs ****, and controls serially the cursor advance at the time of said **** by combination of a locomotive function with a jump locomotive function and in which computer reading is possible.

[Claim 16] In claim 15 the jump locomotive function of cursor When nine star places of the face of a board are beforehand assigned to nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated, It is the program storage which stored the program for game-of-go game control characterized by being the function for the star place to which the numerical keypad corresponds, or the star place concerned to be vacant, and to carry out jump migration of the cursor to the empty location of the near when it is not a location and in which computer reading is possible.

[Claim 17] claim 16 -- setting -- the jump locomotive function of cursor -- actuation of a predetermined key -- answering -- a game -- the program storage which stored the program for game-of-go game control characterized by being what carries out migration control of the cursor so that a partner may make cursor jump to the empty location near the stone placed immediately before and in which computer reading is possible.

[Claim 18] It is the program storage which stored the program for game-of-go game control characterized by to be what carries out migration control of the cursor so that cursor may be made to jump to the first empty location which exists in the direction in claim 15 when a locomotive function controls by actuation of a cursor key serially, it identifies [of cursor] whether a stone is in the next location [cursor] of serially migration and there is a stone and in which computer reading is possible.

[Claim 19] The program storage which stored the program for game-of-go game control which displays auxiliary Rhine to which **** is forbidden by the face of a board and parallel in claim 15 on the outside of the face of a board displayed on the screen, and is characterized by carrying out migration control of the cursor at arbitration according to cursor key actuation between this auxiliary Rhine and the face of a board on this auxiliary Rhine and in which computer reading is possible.

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This inventions are ease and a thing about quick and the control approach of the game-of-go game played movable free, a control unit, and a program storage by the combination of jump migration and serially migration of cursor in the game-of-go game which displays the face of a board of a base on display screens, such as television, is made to move cursor and specifies the location of **** by the key stroke of control panels, such as remote control.

[0002] this invention -- said equipment -- setting -- the game of go -- a game -- when it can change to television imagery by the predetermined key stroke as a service function and a waiting state is canceled on inside or other screens of operation at the time of a waiting state, it is related with the control approach which makes it possible to return to a predetermined screen automatically.

[0003]

[Description of the Prior Art] the game with which the game-of-go game operated on a computer in recent years plays a match against distant others through the host on a network from the one-person game mold against a machine -- a mold and a game -- diversification and advanced features are attained to the almost same things as a battle which observe inner others' game, such as a watching-a-game mold, the interest of a game-of-go lover is raised, and use is being expanded. By the spread of the latest Internet, especially an interactive game such serves as an environment which is much more easy to use.

[0004] Moreover, use of the terminal of the short form called the so-called home youth terminal aiming at vote of a horse race, transactions of a stock, etc. is also prosperous recently. Although such a home youth terminal is connected to a pin center, large host through a network and dealings processing of the purpose is performed, not only dealings processing but a game-of-go game etc. can be enjoyed.

[0005] Many of home youth terminals do not have the monitor or indicating equipment of dedication for low-cost-izing, but generally and similarly, displaying using television does not have the independent mouse or independent keyboard like a personal computer, either, but it is performing the command and the entry of data using the control key formed in the remote control for terminal handlings, a cursor key, a ten key, etc.

[0006] Drawing 12 (a) shows the outline of a transaction processing system in which the conventional home youth terminal was used.

[0007] For a home youth terminal and 2, as for a pin center, large host and 4, in drawing 12 (a), a line network and 3 are [1-1, 1-2,, 1-N / a dealings processing program and 5] game-of-go game programs. Although one pin center, large host 3 is made to serve both dealings and a game-of-go game for simplification in drawing, its service may be separately given by different pin center, large host.

[0008] Each user advances the service request of dealings or a game-of-go game from the home youth terminal (1-1, 1-2,, 1-N) which he holds to the pin center, large host 3 through a line network 2. If a service request is received, the pin center, large host 3 will start the dealings processing program 4 or the game-of-go game program 5 according to the demanded contents of service, and will perform service processing to the home youth terminal of a requiring agency.

[0009] Drawing 12 (b) shows the outline configuration of a home youth terminal. In drawing 12 (b), the remote control for actuation in television for home use on which 1 uses a home youth terminal and 6 as an indicating equipment, and 7, and 7a, 7b and 7c are the control carbon button section of remote control, the cursor key section, and the ten key section, respectively.

[0010] The home youth terminal 1 and television 6 are controllable by remote control 7. There are a power button, television / terminal change-over carbon button, a television channel change-over carbon button, etc. in control carbon button section 7a of remote control 7, there is a cursor key for the cursor advance actuation for choosing a menu and a command in cursor key section 7b, and there are a numerical keypad, a definite (activation) key, etc. for data inputs in ten key section 7c. In order for a user to perform a game-of-go game using the home youth terminal 1 equipped with such remote control 7, remote control 7 is operated first, the home youth terminal 1 is set as the mode of operation of a game-of-go game, and processing service of a game-of-go game is required of the pin center, large host 3. a game -- since the face of a board will be displayed on the screen of television 6 and game activation will be attained if a partner determines, remote control 7 is operated and **** is performed.

[0011] **** is performed after remote control 7 and the bottom by deciding, if cursor is moved the shape of a straight line, and in the shape of zigzag to a target position along with X Rhine and Y lines and a target position is arrived at by cursor key actuation of the left and the right.

[0012] a game -- although it could change to television imagery by actuation of the control carbon button of 7a on inside or other screens of operation at the time of a waiting state, even if the waiting state was canceled, it did not return to the original screen automatically, but the

control carbon button of 7a needed to be operated anew.

[0013]

[Problem(s) to be Solved by the Invention] In the cursor control in the conventional game-of-go game, when moving cursor along with X Rhine or Y lines, the method of following the squares one by one was taken. For this reason, when from the current position of cursor to the **** location was separated, the cursor advance took time amount, and while it was complicated, the problem that trouble arose was in a smooth advance of a game.

[0014] moreover, a game -- in order not to return to the original screen automatically in spite of having canceled the waiting state when inside or other screens of operation are waiting states and it changes to television imagery, there was inconvenient [which must choose the time at its own discretion and must operate a control carbon button].

[0015]

[Means for Solving the Problem] This invention attains increase in efficiency for the cursor advance at the time of **** with the combination of jump migration and advanced serial migration.

[0016] An aim cancels that jump migration moves a long distance to zigzag serially only by the cursor key.

[0017] the thing which makes cursor jump directly to a corresponding star place or corresponding near when the 1st approach matches nine star places of the face of a board, and nine numerical keypads in a ten key and a certain numerical keypad is operated -- it is -- the 2nd approach -- a game -- a partner makes cursor jump directly by the predetermined key stroke near the stone struck immediately before

[0018] Serially, advanced serial migration will raise passing speed by the thing of the cursor by the cursor key made to jump to the empty location of the point, if there is a stone in the direction of a cursor advance in migration.

[0019] (a) of drawing 1, (b), and (c) are what was illustrated about the case of migration of this of the direction of X Rhine, (a) of drawing 1 shows the location before migration of cursor, and (b) of drawing 1 shows the contents of cursor control. If rightward cursor is operated in the cursor current position of (a) of drawing 1, a rightward sequential coordinate location will be investigated, the coordinate on which the stone is put will be skipped, and the first empty location will be searched with this example. In this case, it jumps over three continuous stones and cursor is moved to the location shown in (c) of drawing 1.

[0020] moreover, as shown in (a) of drawing 2, when all the in-every-direction cross directions centering on a target **** location are fill uped with the stone Although a stone cannot be put on a target **** location since an empty location just before making it possible to jump to a target **** location does not exist, next, in this invention This is solved the lower side of the face of a board of a go board by adding auxiliary Rhine (****) in which only a cursor advance is possible, as shown in (b) of drawing 2. Cursor is first put on X location corresponding to a target **** location on this auxiliary Rhine, and cursor actuation to which cursor is moved upward is performed, and it is made to jump from there to a target **** location.

[0021] further -- this invention -- a screen -- a game -- when it changes to waiting states, such as waiting, and it makes it possible to change to the screen of others, such as television, and to stand by and a waiting state is canceled, the serviceability to a user is raised by having a means to return automatically in the original screen or the screen of the defined transition place accompanying a waiting state dissolution.

[0022] This invention can be embodied as the control approach and control unit, and program storage of a game-of-go game, and can be constituted as follows.

(1) The configuration of the program storage which stored the control approach, the control unit, and the program of the game-of-go game characterized by to control the cursor advance at the time of said **** by combination of jump migration and serially migration in the game-of-go game by the program control which displays the face of a board of a go board on display

screens, such as television, is made to move cursor to a target position by the key stroke of control panels, such as remote control, and performs **** and in which computer reading is possible.

In the preceding clause (1) (2) Jump migration of cursor When nine star places of the face of a board are beforehand assigned to nine numerical keypads in a ten key, respectively and a certain numerical keypad is operated, When it is not a location, by the star place to which the numerical keypad corresponds, or the star place concerned being vacant to the empty location of the near The configuration of the program storage which stored the control approach, control unit, and program of the game-of-go game characterized by being what carries out jump migration of the cursor and in which computer reading is possible.

(3) the preceding clause (1) -- setting -- jump migration of cursor -- a predetermined key stroke -- a game -- the configuration of the program storage which stored the control approach, control unit, and program of the game-of-go game characterized by being the thing which a partner makes carry out jump migration of the cursor to the empty location near the stone placed immediately before and in which computer reading is possible.

(4) It is the configuration of the control approach of the game-of-go game characterized by to be what detected by the curled form outside from the inside by making into the central point the location (setting for a star and the preceding clause (3) in the preceding clause (2) a game stone which the partner placed immediately before) of the stone with which the empty location of the jump place of cursor serves as criteria of a jump place in the preceding clause (2) thru/or the preceding clause (3).

(5) The further migration in the empty stone near the cursor jumped in the preceding clause (4) be the configuration of the control approach of the game of go game characterize by be carry out by make sequential migration carry out outside from the inside a core [the location used as the criteria of a jump place] at a curled form by carry out consecutive operation of the predetermined key used for the jump.

(6) Sequential migration of cursor in the empty location of a degree performed in the preceding clause (5) just before [said] is the configuration of the control approach of the game-of-go game characterized by carrying out sequential cancellation whenever it operates other predetermined keys.

(7) it be the configuration of the program storage which stored the control approach, the control unit, and the program of the game of go game characterize by to make cursor jump to the first empty location which exist in the direction when cursor key actuation perform the key stroke of cursor which direct migration serially in the preceding clause (1) and the stone have already be put on the next location [cursor] of serially migration and in which computer reading be possible.

(8) the configuration of the program storage which stored the control approach, the control unit, and the program of the game of go game characterize by to establish the face of a board and auxiliary Rhine to which **** be forbid by parallel in the preceding clause (1) in the outside of the face of a board displayed on the screen, and to make cursor movable at arbitration according to cursor key actuation on this auxiliary Rhine and between this auxiliary Rhine and the face of a board and in which computer reading be possible.

(9) The configuration of the control approach of the game-of-go game characterized by changing to a predetermined screen automatically when the screen of operation displayed on the screen enables the change to television imagery by the predetermined key stroke in the preceding clause (1) at the time of a waiting state and this waiting state is canceled.

Drawing 3 explains the outline configuration of this invention.

[0023] The remote control which simplified 7 for convenience and was displayed in drawing 3, and 10 Television and the display of monitor **, 11 -- the screen of a display 10 -- a game -- the face of a board of the go board which consists of every direction of 19x19 lines displayed on the ** -- For the home position of cursor, and 13, a cursor key and 14 are [auxiliary Rhine

where 12 was added by this invention the lower side of the face of a board 11, the cursor by which 12a is used for directions in a **** location, and 12b] a ten key, and S1 - S9. The star on the face of a board is shown, respectively.

[0024] When performing a cursor advance for ****, a cursor key 13 is operated fundamentally, and if there is a stone on the way from the current position to a target **** location, it will jump over cursor, and cursor is moved to zigzag. However, the stone is all got blocked in Rhine of all the directions that carry out an in-every-direction cross, or some directions in the target **** location, and when it has trouble in a cursor advance, cursor 12a is first moved on auxiliary Rhine 12, it moves to a longitudinal direction to the location on auxiliary Rhine 12 corresponding to the migration target position of the face of a board, cursor 12a is operated upward from the location, and it is made to jump to the migration target position of the face of a board 11.

[0025] Moreover, it is necessary to repeat zigzag many times, and it can be far to a target **** location, or the shortcut approach can be used when actuation is troublesome. The 1st shortcut approach is jumped to the star place of arbitration using a ten key 14. Therefore, nine stars S1 on the face of a board 11 - S9 It matches with nine numerical-keypads "1" - "9" of a ten key 14, respectively, and when it detects that the numerical keypad which exists at the time of **** was operated, the star place corresponding to the numerical keypad is made to jump cursor. In this case, when a stone is already in the star place of a jump place, the empty location of that near is chosen and it is made to make it jump there.

[0026] the 2nd shortcut approach -- a game -- it jumps to the empty location near the stone which the partner struck immediately before. Usually, since a partner strikes the stone of a countermove to that near in response to it in many cases when a player's one side strikes a stone, this shortcut approach serves as a quite effective means. This shortcut is made to perform by actuation of for example, the "*" key of remote control.

[0027] After making cursor jump using these shortcut, the cursor advance by cursor key actuation can be performed further if needed, and sequential migration of the cursor can also be carried out outside from the inside at a curled form by carrying out consecutive operation of the key used for the jump as it is further.

[0028]

[Embodiment of the Invention] Drawing 4 thru/or drawing 8 explain the mode of operation of this invention.

[0029] Drawing 4 shows the example configuration of the home youth terminal which applied this invention. In drawing 4, 20 is a home youth terminal, and although the illustration abbreviation is carried out, it is combined with a host through a circuit. 20a is the game-of-go game processing section which performs execution control of a game-of-go game by this invention, and is realized by the program. A display and control section for the remote control for terminal handlings and 23 to carry out the image display output of television on which 21 is used as a monitor, and 22 at television 21, and 24 are the remote control interface sections which detect the carbon button/key stroke of remote control 22. The home youth terminal 20 is essentially equipped with each element of these 21-23. 25 is a face-of-a-board data table which manages the coordinate and **** data of the face of a board, and whenever **** is performed, it is updated. 26 is an auxiliary pipeline table holding the coordinate data of auxiliary Rhine added to the face of a board. 27 is a game-of-go game control section, according to the current data of the face-of-a-board data table 25, the **** location of a degree, and the Ruhr of the game of go, advances the aspect of affairs of the game of go, and updates the face-of-a-board data table 25. 28 is the cursor control section and targets possible the face of a board and auxiliary Rhine for a cursor advance.

[0030] The cursor control section 28 answers the cursor key of remote control 22, and actuation of a ten key, and performs cursor control.

[0031] Drawing 5 is the flow of the cursor control at the time of cursor key actuation. When it

detects that the cursor key of the direction of either of vertical and horizontal was operated, the coordinate location of a degree is chosen in the direction of the operated cursor key. When a this time current cursor location is already located at the edge of the face of a board and the next cursor location separates from the face of a board, it turns to the coordinate of the edge of the opposite side. If it investigates whether the stone is put on the selected coordinate location, and the stone is placed, the coordinate location of a degree is chosen further, the above-mentioned actuation is repeated and the stone is not placed, cursor is positioned in the coordinate location.

[0032] Drawing 6 is the flow of the cursor control at the time of ten key actuation. When the "0" keys are operated, the mid gear of auxiliary Rhine is made to jump cursor from the current position.

[0033] When the "1" key is operated, the coordinate of the upper left star of the face of a board is chosen. However, when a stone is already in an upper left star, the empty location near the upper left star is chosen. When the "1" key is operated continuously here, other empty locations are chosen centering on an upper left star, and cursor is moved. For example, an upper left star is made into the central point, as shown in drawing 7, it is clockwise vacant toward an outside with the surroundings from the inside, and a location is searched, and cursor is positioned in the first empty location. In addition, of course, you may search counterclockwise.

[0034] Cursor control to the following stars is performed corresponding to each of "2" - "9" key having been operated similarly.

[0035]

"2" keys: Nakagami star

"3" keys: Upper right star

"4" keys: *****

"5" keys: Heavens origin

"6" keys: *****

"7" keys: Lower left star

"8" keys: Nakashita star

"9" keys: Lower right star

By continuing and operating the key with the still more nearly same numerical keypad, sequential migration of the cursor can be carried out between the empty locations near the corresponding star place according to the whorl migration Ruhr of the right-handed rotation shown in drawing 7 by the arrow. Moreover, by repeating and operating the "-" key, sequential cancellation of the last cursor advance can be carried out, and it can return to the original location at the circumference of reverse.

[0036] Moreover, when the "*" key is operated, cursor can be directly moved to the empty location near the stone which the partner struck immediately before. Also in this case, an empty location positions cursor in the empty location which was searched according to the whorl migration Ruhr of the right-handed rotation of drawing 7 centering on the stone which the partner struck immediately before, and was searched first. And if the "*" key is operated continuously, it will control to go back cursor to the original location, whenever [which was searched next in cursor] it is vacant, and it advances to a location one by one and the "-" key is operated, and to return.

[0037] Drawing 8 shows the example configuration of the system which enables service of a game of a game-of-go game etc. between remote home youth terminals through a pin center,large host.

[0038] In drawing 8, 31-1, 31-2, ..., 31-N of a home youth terminal and 32 are [a line network and 33] pin center,large hosts.

[0039] the game from the main menu screen each home youth terminal 31-1, 31-2, ..., 31-N cooperate with the pin center,large host 33, and concerning a game-of-go game -- service of

an application, a watching-a-game application, information enquiry, use enquiry, specific waging-war partner registration, etc. -- the pin center, large host 33 -- it can require -- further -- as terminal independent off-line processing -- a game -- reappearance and setting change information can be performed.

[0040] In order that the pin center, large host 33 may cope with these service requests from each home youth terminal, Application reception processing a proposer list -- being based -- a game -- a proposer -- a game -- the game as which a partner candidate is made to show and choose -- A game is shown. a game -- the game which manages an inner game -- watching a game is possible to a watching-a-game proposer using a managed table -- Information guidance processing in which it shows a member to various kinds of events, service, etc. by the information file to watching-a-game application reception processing, information enquiry, etc. which are made to choose, the use management and the game of specification the whole member according to a member's available balance or enquiry of a use detail and a transfer account -- it can compete against a partner -- as -- specification -- a game -- the game registered into a partner table -- it has functions, such as partner registration processing.

[0041] Drawing 9 shows the outline of the service request procedure in a home youth terminal. the game from the screen of a main menu -- if service of an application, a watching-a-game application, etc. is chosen -- the conditioning screen of each service -- changing -- for example, a game -- the case where it proposes -- a game -- about a partner's stage -- etc. -- the game which specifies conditions -- the basis of the conditions which the partner condition selection screen was displayed and were set up here -- further -- a game -- a partner selection screen or a specific partner selection screen -- displaying -- a game -- a partner chooses and a game starts.

[0042] a game -- a game suitable at an application -- that a partner is not found **** -- a game -- when a partner considers carefully to inside and the latency time becomes long in it, using remote control, it can change to a television screen or can return to the screen of a basis. moreover, the screen -- once -- waiting states, such as notice waiting from a host, -- carrying out -- a game -- it changes to screens, such as other services of reappearance, information enquiry, etc., or television, and when the conditions used as waiting -- the notice from a host is detected -- are fulfilled, it can change to a predetermined screen automatically.

[0043] For example, while holding the processing state of a current screen and changing it to the demanded new service screen when it becomes the notice waiting from a host during processing activation in a certain service screen, and a change demand on other service screens is detected in the condition, interrupt processing is started by the notice from the host to a previous service screen. If the notice from a host is detected here, interrupt processing is performed, a new screen on display will be ended, the saved original screen will be ended, and screen processing of the saved origin will be resumed.

[0044] Drawing 10 shows the appearance of one example of the remote control which can be used by this invention.

[0045] The power button to which 40 carries out ON/OFF of the power source in drawing 10, ** / ** carbon button with which 41 changes a stop/restart of a screen, The channel carbon button with which 42 changes the receiving channel of a teletext or television, The program carbon button with which 43 changes the program number of a teletext, the page carbon button with which 44 changes the page of a teletext program, The "A" carbon button and 47 the cursor key in which 45 carries out cursor actuation, and 46 The "B" carbon button, 48 the "***" carbon button and 50 for a figure (0-9) key and 49 The "-" carbon button, 51 the "NO" carbon button and 53 for the "***" carbon button and 52 The "YES" carbon button, In 54, a clear carbon button and 55 the "D" carbon button and 57 for the "C" carbon button and 56 The "E" carbon button, The title carbon button with which the "F" carbon button and 59 display a magazine carbon button on a screen, and, as for 60, 58 displays a title, the table-of-contents carbon button with which 61 displays a table-of-contents screen, the mode carbon button with

which 62 changes the function of the program of a teletext, television, and soft curd, and 63 are print buttons.

[0046] Next, the concrete operating instructions at the time of performing the game-of-go game of this invention with a home youth terminal are explained.

1. How to begin

(1) Insert in the soft curd opening of a home youth terminal the soft curd with which the game-of-go game program is stored.

(2) Switch on the main power supply of a home youth terminal.

(3) The power button of remote control is pushed, turn on the processing part of a home youth terminal, start the application of a game-of-go game, and display an initial screen.

(4) Display the main menu of push and a game-of-go game for the "#" carbon button of remote control. There are the following seven menu items in a main menu.

[0047]

1. Game -- Application 2. Games Watching-Application

3. Game -- Reappearance 4. Information

5. Setup 6. Use Enquiry

7. Specific Partner Registration / Discharge

2. Method of the end

(1) Display the initial screen of push and a game-of-go game for the "NO" carbon button of remote control in the condition that the main menu of a game-of-go game is displayed.

(2) Push the "power-source" carbon button of remote control only once, and erase an initial screen.

(3) Shut off the main power supply of a home youth terminal.

(4) Pick out soft curd from a soft curd opening.

3. Compete.

(1) Apply for a game.

** the condition that the main menu is displayed -- "1" carbon button of remote control -- from push and a menu -- "-- 1. -- a game -- choose application." Then, a screen changes to a partner criteria specification screen. On a partner criteria specification screen, it chooses first whether "it not carrying out" and an "it carries out" "specification" partner are specified for partner criteria specification.

- Since cursor is "not to carry out" when not specifying partner conditions, push the "#" carbon button as it is.

- "it carrying out", when specifying partner conditions -- cursor -- doubling -- the "#" carbon button -- push -- further, as partner conditions, choose extent of the top [himself], bottom, and stage class etc. in the pictures, and push the "#" carbon button.

- a list of "the specific partner" who doubles cursor, and and has registered the "#" carbon button into "the specific partner" when specifying a specific partner -- displaying -- hope -- a game -- double cursor with a partner and push the "#" carbon button. [the partner]

[0048] (2) a game -- look for a partner

if the "#" carbon button is pushed on a partner criteria specification screen -- a game -- a partner selection screen is displayed. a game -- a partner selection screen -- the selection column of "automatic introduction", and a game -- the list of a partner candidate's identifier and the stage class, conditions of choice, etc. is displayed.

[0049] ** the corresponding game -- the case where there is a partner

a. a game -- a partner selection screen top,

- a game -- double cursor with "automatic introduction" and push the "#" carbon button to choose a partner automatically.

- a game -- when choosing a partner by oneself, double cursor with the partner who wishes and push the "#" carbon button. then, a game -- an application check screen is displayed.

[0050] b. a game -- an application check screen -- a game -- the game chosen on the partner

selection screen -- a partner's identifier and stage class are displayed.

- In a right case, the contents of an application push the "YES" carbon button. Then, an application result screen is displayed.
- When changing the contents of an application, push the "NO" carbon button. then, a game -- since it returns to a partner selection screen -- again -- a game -- a partner is chosen.

[0051] c. In an application result screen,

- The message of the purport that the partner has consented to the game, and the hope of the first move and ***** are notified. If a partner may be as desired, the "YES" carbon button will be pushed and a game will be started.
- When changing a partner's conditions of choice, input push and the conditions of choice for the "NO" carbon button. Cursor is doubled with the existence or ***** of a smith helper, a defensive hand, and a handle-grip handicap, and the "#" carbon button is pushed. After inputting, the "YES" carbon button is pushed.

[0052] ** the corresponding game -- although there is a partner -- a game -- the case where he wants to make it waiting

a game -- push and a sub menu are displayed for the "B" carbon button on a partner selection screen. There is the following menu item in a sub menu.

[0053]

1. Game -- Application 2. -- Game -- Waiting

3. Game -- Waiting Cancellation

- a figure carbon button "2" -- push and a game -- if waiting is chosen -- a game -- a waiting partner condition screen is displayed. a game -- partner criteria specification "is carried out" to a waiting partner condition screen -- the selection column of the stage class range is prepared for the partner a top [himself] or the bottom as that selection column and partner conditions. ["it does not carry out" and]
- a game -- a waiting partner condition screen -- a game -- set up waiting partner conditions. a setup -- the game of 3 (1) -- it carries out by the same approach as a setup of partner conditions.

[0054] ** the corresponding game -- the case where there is no partner

a game -- the message of the purport in which a partner does not exist is displayed.

- a game -- when carrying out waiting, push the "YES" carbon button. thereby -- after that -- a game -- it comes to be notified when there is an application.

- a game -- when not carrying out waiting, push the "NO" carbon button. Then, it returns to a main menu.

[0055] (3) a game -- receive an application

** the time of the condition of the waiting for a game -- a game -- the game which will tell a partner's identifier and go skill if there is an application (offer) -- a request screen is displayed.

- When accepting an offer, push the "YES" carbon button. then, a game -- a condition screen is displayed.

- When not accepting an offer, push the "NO" carbon button. a game -- a waiting state is continued.

[0056] ** a game -- on a condition screen, a smith helper/defensive hand, a handle grip, the existence of a handicap, and ***** can be set up, and it is alike, respectively, double cursor, and push the "#" carbon button.

- When leaving the decision of a smith helper/defensive hand to a pin center, large, choose a handle grip. a game -- if all conditions are right, the "YES" carbon button will be pushed. then, the game to which it makes it direct whether to permit watching a game about this game -- a watching-a-game authorization screen is displayed.

[0057] ** a game -- in a watching-a-game authorization screen, when permitting watching a game, push the "YES" carbon button. When not permitting watching a game, the "NO" carbon button is pushed. Only when both who compete grant a permission, watching a game from

from [else] is attained.

[0058] (4) Start a game.

** Strike a stone.

a game -- if a watching-a-game authorization screen is completed -- a game -- a screen is displayed. a game -- a screen -- about the face of a board, auxiliary Rhine and a player name, and a stage -- a handicap and a move -- it has and time amount, agehama, etc. are displayed.

- In its move, the white round head (O) of cursor is displayed on auxiliary Rhine under the face of a board. A white round head is moved with a cursor carbon button, and the "#" carbon button is pushed according to the location which strikes a stone. A mark (a flake or sunspot) sticks in the center of the stone struck at the end.

- The white round head (O) of cursor moves vertically and horizontally with a cursor carbon button. When it is in an vertical and horizontal edge, it moves to the edge of bottom top right and left, respectively.

- Prevent from striking a stone to the location by which the stone is already struck, and the location which becomes a suicide hand.

- If "1" - "9" of a figure carbon button is pushed, cursor will move "5" to the location which corresponds as heavens origin, respectively. When the stone is already struck, it moves to the location which can strike the neighborhood.

- A push on "0" of a figure carbon button moves cursor in the center in auxiliary Rhine under the face of a board.

- A push on the "***" carbon button moves a partner near the stone placed immediately before.

[0059] ** Way ****

- Within a certain condition, way ***** is made after ****. a game -- if a "clearance" carbon button is pushed in the state of a screen display, the check screen of way return will be displayed. If the "YES" carbon button is pushed on a check screen, way return will be performed, and way return will be canceled if the "NO" carbon button is pushed.

- Way return cannot be performed, when 30 seconds after **** pass, the partner has not already ****(ed) or a partner does not understand way return.

- When comprehension of way return is able to be calculated, and understanding, push the "YES" carbon button. It becomes a partner's move. When not understanding way return, the "NO" carbon button is pushed. A move does not change.

(5) End.

It will be ending if the location which should **** is lost. End

- Final consensual validation

- Care and cleaning (a bond, nick, etc.)

- Life-and-death modification

It carries out by *****.

[0060] ** Check an end mutually.

- a game -- a sub menu will be displayed if the "B" carbon button is pushed in the state of a screen display. The following menu items are displayed on this sub menu.

[0061]

1. Way return 2 Pass

3. End 4. Giving Up the Game

5. Termination 6. Forced Termination

7. Routine-Message Selection

If a figure carbon button "3" is pushed here, it will become an end offer and an end check screen will be displayed.

[0062] a. It is an end check screen,

- When an end offer is checked, push the "YES" carbon button.

- When canceling an end offer, push the "NO" carbon button.

[0063] b. if the check of an end offer is performed -- a game -- it becomes the reply waiting

from a partner. A response of a partner displays a result on an end screen.

- It is ending when a partner understands.
- It becomes continuation of a game when a partner does not understand.

[0064] c. When an end is able to be offered

- When understanding, push the "YES" carbon button.
- When not understanding, push the "NO" carbon button.

[0065] ** Repair.

- When both player accepts an end, a care-and-cleaning screen is displayed.
- Ensure care and cleaning (a bond, nick, etc.).

It passes, when there is no location which repairs.

- Both player repairs by turns, and end and make a life-and-death change of the care and cleaning in the phase which both sides passed.

[0066] ** Change life and death.

- When changing life and death, double cursor with the corresponding stone and push the "#" carbon button.
- If all life-and-death modification finishes, the "YES" carbon button will be pushed. The classification of land after life-and-death modification is displayed.
- When there is no location to change, push the "YES" carbon button. When making a life-and-death change again, the "YES" carbon button is pushed.
- After mutual life-and-death modification finishes, classification of land is calculated automatically and a count result is displayed on an end result screen.

[0067] ** Give up the game.

a game -- if push and a sub menu are displayed in the "B" carbon button in the state of a screen display, a figure carbon button "4" will be pushed. Then, a giving-up-the-game check screen is displayed.

- When giving up the game, push the "YES" carbon button.
- When not giving up the game, push the "NO" carbon button.

[0068] (6) Pass.

a game -- the "B" carbon button is pushed in the state of the display of a screen or an end screen. Since a sub menu is displayed, if push and pass are chosen, a pass check screen will be displayed in a figure carbon button "2."

- When passing, push the "YES" carbon button.
- When not passing, push the "NO" carbon button.

[0069] (7) Send a message.

a game -- a message can be sent to a partner.

** first -- a game -- display the sub menu which stated the "B" carbon button by push and ** of (5) in the state of a screen display. Push and routine-message selection are directed for a figure carbon button "7" here. A routine-message selection screen is displayed.

** Two or more kinds of short messages an easy greeting and for conversation are shown by the routine-message selection screen, and double cursor with a message to send and push the "#" carbon button. A message is sent out.

[0070] (8) - to stop -- force to terminate

At the time of the move here, "a termination" is used, when ending. At the time of a partner's move, "forced termination" is used, when ending.

[0071] ** a game -- display the sub menu which stated the "B" carbon button by push and ** of (5) in the state of the display of a screen or an end screen. Push, "a termination" or of a sub menu, and "forced termination" is chosen for a figure carbon button "5" or "6." A check screen is displayed corresponding to each selection.

- When understanding, push the "YES" carbon button.
- When not understanding, push the "NO" carbon button.

[0072] ** a game -- if a termination can offer from a partner -- a game -- a termination request

screen is displayed. - When understanding, push the "YES" carbon button.

- When not understanding, push the "NO" carbon button.

[0073] ** If forced by either of the players to terminate, a game will be ended unconditionally and a forced-termination screen will be displayed.

- If the "YES" carbon button is pushed, it will return to a main menu.

[0074] 4. Watch Game.

(1) watching a game - which looks for a game -- watch a game

** Choose push and a watching-a-game application for "2" carbon buttons in the condition that the main menu is displayed.

- The list of the games which can be observed is displayed as a pin center, large after a communication link.

* When there is no game which can be observed, a message to that effect is displayed.

[0075] ** The game will be displayed, if cursor is doubled with a game to observe and the "#" carbon button is pushed.

[0076] (2) End watching a game.

- When ending watching a game, return the "A" carbon button to push and a main menu.

[0077] (3) a game -- watch a game in the waiting state

- a game -- after applying for waiting -- -- (1) watching a game - which looks for a game -- a game is watched -- -- -- -- perform the same procedure. if it applies for a game during watching a game -- a game -- a candidate's identifier and stage class are displayed.

- -- 3. (3) -- a game -- an application is received -- -- -- -- perform the same procedure. When not accepting a game, watching a game is continuously possible.

[0078] 5. Reproduce Game.

Or it performed at the terminal to the home youth terminal, the procedure of the game under activation is recorded to six affairs, and can reappear to arbitration.

[0079] (1) reappearance - which looks for a game -- reappear

** if "3" carbon buttons are pushed in the condition that the main menu is displayed -- a game -- reappearance is chosen.

- the game which a pin center, large does not communicate but shows the list of reproducible games -- a record list screen is displayed.

* the case where there is no reproducible game -- a game -- information is not displayed. It returns to a main menu with the "NO" carbon button.

** if cursor is doubled with a game to reproduce and the "#" carbon button is pushed -- the game -- a re-appearance indication of the screen is given.

[0080] (2) - which advances a procedure -- return

- When advancing a procedure, push a right cursor key ">."

- When returning a procedure, push a left cursor key "<" carbon button.

[0081] (3) Specify re-appearance trouble.

a game -- a sub menu will be displayed if the "B" carbon button is pushed during re-appearance. There is the following menu item in a sub menu.

[0082]

1. Trouble Assignment 2. -- Game -- Waiting

3. Game -- Waiting Cancellation

** A push on a figure carbon button "1" displays the trouble appointed screen. There is the input column which specifies eye what hand is reproduced as the trouble appointed screen, and current trouble is displayed in the beginning.

** If trouble to input into the trouble appointed screen is inputted and checked, the "#" carbon button will be pushed.

[0083] (4) Finish re-appearance.

- If the "A" carbon button is pushed, it will return to a main menu.

6. Information is seen.

"information" -- each member from a pin center,large host -- a game -- various information, such as a holding schedule, is notified, and new information is notified when a home youth terminal is connected to a pin center,large host.

[0084] ** Push a figure carbon button "4" in the condition that the main menu is displayed. The title list screen of information is displayed.

[0085] ** If the title of information is displayed, cursor will be doubled with the title of information to see and the "#" carbon button will be pushed. This screen of information is displayed.

- Push the "NO" carbon button to see another information. It returns to a title list screen.
- When not seeing another information, push the "A" carbon button. It returns to a main menu.

[0086] 7. Change Setting Information.

Individual humanity news, terminal information, and communication link information are set up or setting changed.

(1) Change individual humanity news.

The various individual humanity news of the member using a home youth terminal is changed.

** Choose push and a setup for a figure carbon button "5" in the condition that the main menu is displayed. A setting screen is displayed. The following menu item is shown in a setting screen.

[0087]

1. Individual Humanity News 2. Terminal Information

3. Communication Link Information

** If a figure carbon button "1" is further pushed on a setting screen, an individual humanity news screen will be displayed. There are use of user ID, a password, and nickname, go skill, etc. in the item of individual humanity news.

[0088] ** Double and change cursor into the item for modification. After changing, and the "#" carbon button is decided.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.
- When not saving the contents of modification, return the "NO" carbon button to the condition before push and modification.

(2) Change terminal information.

** Display push and a setting screen for a figure carbon button "5" by the main menu.

** Push a figure carbon button "2" on a setting screen. A terminal information screen is displayed. There are a sound effect, alarm time setting, etc. in the item of terminal information.

[0089] Sound effect: Choose whether the sound effect at the time of **** is sounded. (Initial value is turned on)

Alarm time setting: When data are not transmitted in the pin center,large into the set-up time amount, cut connection with a pin center,large. (Initial value is 10 minutes)

** Double and change cursor into the item for modification on a terminal information screen. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.
- When not saving the contents of modification, push the "NO" carbon button and return to the condition before modification.

[0090] (3) Change communication link information.

The information for connecting a home youth terminal to a pin center,large host is set up and changed.

** Display push and a setting screen for a figure carbon button "5" by the main menu.

** If a figure carbon button "3" is pushed on a setting screen, a communication link information screen will be displayed. There are use of a circuit class or 0 dispatch and the telephone number in the item of the communication link information on a communication link information

screen.

[0091] Circuit class: Choose the classification of a visitor's telephone line.

The circuit class which carries out [sound] to a beep beep beep when it PB(ed) : dials.

DP10: The circuit class which does not carry out [sound] to a beep beep beep when it dials.

[0092] DP20: (10PPS) The circuit class which does not carry out [sound] to a beep beep beep when it dials.

[0093] (20PPS) a ***** [carrying out 0 dispatch, when 0 dispatch uses : talks / line wire / over the telephone] -- the telephone number of a selection (initial value "is not carried out") pin center,large telephone number:"game-of-go game" pin center,large.

[0094] ** Double and change cursor into the item for modification. After changing, the "#" carbon button is pushed.

- Save push and the contents of modification for the "YES" carbon button after changing an applicable item.

- When not saving the contents of modification, push the "NO" carbon button and return to the condition before modification.

8. Carry Out Use Enquiry.

It refers for use information for a member to perform a game-of-go game.

[0095] (1) Refer for an available frame.

** If a figure carbon button "6" is pushed by the main menu, use enquiry will be chosen and an enquiry screen will be displayed. The following menu item is shown in an enquiry screen.

1. Available Frame 2. Use Detail

3. Transfer Account

** If a figure carbon button "1" is pushed on an enquiry screen, an available frame screen will be displayed. The balance at present is displayed on the available frame screen.

[0096] ** Push the "YES" carbon button to see a use detail further. A use detail screen is displayed. Moreover, when returning, the "NO" carbon button is pushed.

[0097] (2) Refer for a use detail.

** Display push and an enquiry screen for a figure carbon button "6" by the main menu.

[0098] ** If a figure carbon button "2" is pushed on an enquiry screen, a use detail screen will be displayed. The time used within a past fixed period, the exception of watching a game/game, the use amount of money, etc. are displayed on a use detail screen. When returning, the "NO" carbon button is pushed.

[0099] (3) Refer for a transfer account.

** Display push and an enquiry screen for a figure carbon button "6" by the main menu.

[0100] ** If a figure carbon button "3" is pushed on an enquiry screen, a transfer account screen will be displayed. The bank name of a transfer previous application seat, a branch name, deposit classification, the account number, etc. are displayed on the transfer account screen. When returning, the "NO" carbon button is pushed.

9. Specification -- Game -- Register and Cancel Partner

(1) Register.

** If a figure carbon button "7" is pushed by the main menu, specific partner registration / discharge screen will be displayed.

[0101] ** An input of a member's user ID made into a specific partner displays the member name corresponding to user ID. Registration will be decided if the "#" carbon button is pushed. A specific partner can register to six persons.

- If registration is completed, the "NO" carbon button will be returned to push and a main menu.

[0102] (2) Cancel.

** Push "7" carbon buttons in the condition that the main menu is displayed. Specific partner registration / discharge screen is displayed.

[0103] ** On specific partner registration / discharge screen, double cursor with the member

who wants to cancel and push a "clearance" carbon button. Since a discharge acknowledgement message is displayed,

- When canceling, push the "YES" carbon button.
- When canceling discharge, push the "NO" carbon button.

[0104] ** If discharge is completed, the "NO" carbon button will be returned to push and a main menu.

[0105] Drawing 11 shows the hardware configuration of one example of a home youth terminal. drawing 11 -- setting -- 70 -- a home youth terminal and 71 -- CPU and 72 -- RAM and 73 -- a video interface and 75 -- for a remote control interface and 78, as for soft curd and 80, television and 79 are [a software card reader and 76 / Modem MODEM and 77 / remote control and 81] line networks. It does not pass over the configuration of such a home youth terminal to one example, but various configurations are possible for it if needed.

[0106] In the home youth terminal 70, the application program of a game-of-go game is stored in soft curd 79, and the activation of a game-of-go game of it is attained by inserting and carrying out loading of the soft curd 79 to the software card reader 75. Although soft curd 79 is made from RAM in which fixation was carried out by EPROM and the battery back-up, as a medium of an application program, the storage of arbitration, such as MO, and Zip, CD-ROM, can be used for others.

[0107]

[Effect of the Invention] Since cursor is moved or jump migration of cursor near the stone which the star place and partner of arbitration placed immediately before is attained at any time via auxiliary Rhine added to the face of a board even if the aspect of affairs of a game-of-go game progresses and it gets a stone blocked in the face of a board by this invention, the efficiency of **** actuation is increased remarkably, and a game can be advanced smoothly.

[Brief Description of the Drawings]

[Drawing 1] It is the principle explanatory view (the 1) of this invention.

[Drawing 2] It is the principle explanatory view (the 2) of this invention.

[Drawing 3] It is the outline explanatory view of this invention.

[Drawing 4] It is the example configuration of a home youth terminal.

[Drawing 5] It is the flow of the cursor control at the time of cursor key actuation.

[Drawing 6] It is the flow of the cursor control at the time of ten key actuation.

[Drawing 7] It is the explanatory view of the example of the procedure of it being vacant near the target position and searching a location.

[Drawing 8] It is the example configuration of game-of-go game service.

[Drawing 9] It is the schematic diagram of the service request procedure in a home youth terminal.

[Drawing 10] It is the external view of one example of remote control.

[Drawing 11] It is 1 example hardware configuration Fig. of a home youth terminal.

[Drawing 12] It is the schematic diagram of the transaction processing system using the conventional home youth terminal.

[Description of Notations]

7 : Remote Control

10: Display

11: Face of a board

12: Auxiliary Rhine

13: Cursor key

14: Ten key

[Translation done.]

GO GAME CONTROL METHOD AND PROGRAM RECORDING MEDIUM

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Abstract

PROBLEM TO BE SOLVED: To provide a GO game control method for a device consisting of a simple terminal, a TV, and cursor keys for a personal computer and the like, capable of setting a stone placement position by moving a cursor using cursor keys, and a program recording medium.

SOLUTION: In cursor moving operation during stone placement, if there is a stone in a stone moving direction, the stone is controlled to be jumped up to an empty position beyond it. As a movement bypass for the cursor, if prevented from being freely moved because of the stones filled on a board 11, an auxiliary line 12 is provided on the board 11. Each number key for a ten-key is located corresponding to the position of each star on the board, so that the cursor can be jumped directly up to the optional position of the star or close thereto. In addition, predetermined key operation is used to jump the cursor up close to the stone placed by a counterpart right before.

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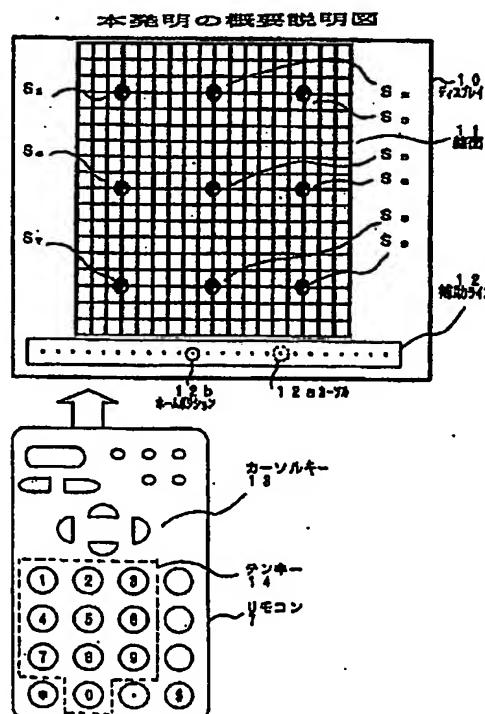
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(54)【発明の名称】 囲碁ゲームの制御方法及びプログラム記憶媒体

(57)【要約】

【課題】 簡易端末やテレビ、パソコン等のカーソルキーを備えた装置において、カーソルキーを用いてカーソルを移動させることにより石を打つ位置を設定する囲碁ゲームの制御方法およびプログラム記憶媒体に関する。

【解決手段】 本発明は、打石時のカーソル移動操作において、カーソル移動方向に石があったなら、その先の空き位置まで飛び越せるように制御する。また盤面11に石が詰まってきてカーソル移動が不自由となった場合のカーソルのバイパス移動路として、盤面11に補助ライン12を設けている。またテンキーの各数字キーを盤面の各星の位置に対応づけて、カーソルを直接任意の星の位置あるいはその近傍にジャンプできるようにする。さらに所定にキー操作で、直前の相手が打った石の近傍へカーソルをジャンプできるようにする。



動させなければならず、局面が進んで盤面に石が詰まつてくるほど煩雑な操作が必要となる。本発明は、カーソルキーを用いて、カーソルを盤面の目標位置へ、容易、迅速に移動可能にする手段を提供する。

【0003】

【従来の技術】近年、コンピュータ上で動作させる囲碁ゲームは、マシンを相手とする一人ゲーム型から、ネットワーク上のホストを介して遠方の他人と対戦する対局型や、対局中の他人のゲームを観戦する観戦型など、ほとんど実戦と同じものまで、多様化、高機能化が図られており、囲碁愛好者の関心を高め、利用が拡大しつつある。特に最近のインターネットやパソコン通信の普及により、このような対話型のゲームは一層利用しやすい環境となっている。

【0004】また最近、競馬の投票や株の取引などを目的とした、いわゆるホームユース端末と呼ばれる簡易型の端末の利用もさかんになっている。このようなホームユース端末は、ネットワークを介しセンターhosztに接続され、目的の取引処理を行なうようになっているが、取引処理ばかりでなく、囲碁ゲームなども楽しむことができるようになっている。

【0005】ホームユース端末の多くは、低コスト化のため専用のモニタあるいは表示装置を持たず、テレビを利用して表示を行なっているのが一般的であり、同様にして、パソコンのような独立したマウスやキーボードも持たず、端末操作用のリモコンに設けられている制御キー、カーソルキー、テンキーなどを用いてコマンドやデータの入力をを行なっている。

【0006】図12(a)は、従来のホームユース端末を用いた取引処理システムの概要を示す。

【0007】図12(a)において、1-1、1-2、……、1-Nはホームユース端末、2は回線網、3はセンターhoszt、4は、取引処理プログラム、5は、囲碁ゲームプログラムである。図では簡単化のために、1つのセンターhoszt3が取引と囲碁ゲームの両方のサービスを行なうようにしているが、異なるセンターhosztで別々にサービスを行なってもよい。

【0008】各ユーザは、自分が保有するホームユース端末(1-1、1-2、……、1-N)から回線網2を介してセンターhoszt3に取引や囲碁ゲームのサービス要求を出す。センターhoszt3は、サービス要求を受け付けると、要求されたサービス内容に応じて取引処理プログラム4あるいは囲碁ゲームプログラム5を起動し、要求元のホームユース端末に対するサービス処理を行なう。

【0009】図12(b)は、ホームユース端末の概略構成を示す。図12(b)において、1はホームユース端末、6は表示装置として利用する家庭用のテレビ、7は操作用のリモコン、7a、7b、7cはそれぞれリモコンのコントロールボタン部、カーソルキー部、テンキ

一部である。

【0010】ホームユース端末1とテレビ6は、リモコン7で制御できる。リモコン7のコントロールボタン部7aには、電源ボタンや、テレビノ端末切換ボタン、テレビチャンネル切換ボタンなどがあり、カーソルキー部7bには、メニュー、コマンドを選択するためのカーソル移動操作用のカーソルキーがあり、テンキー部7cには、データ入力用の数字キー、確定(実行)キーなどがある。ユーザが、このようなリモコン7を備えたホームユース端末1を用いて囲碁ゲームを行うには、まずリモコン7を操作してホームユース端末1を囲碁ゲームの動作モードに設定し、センターhoszt3に囲碁ゲームの処理サービスを要求する。対局相手が決定するとテレビ6の画面に盤面が表示され、ゲーム実行が可能になるので、リモコン7を操作して打石を実行する。

【0011】打石は、リモコン7の上、下、左、右のカーソルキー操作により、カーソルをXラインとYラインに沿って目標位置まで直線状あるいはジグザグ状に移動させ、目標位置に達したら確定することで行う。

【0012】

【発明が解決しようとする課題】従来の囲碁ゲームにおけるカーソル制御では、XラインあるいはYラインに沿ってカーソルを移動させると、移動方向に石が置かれていても無視し、碁盤目を一つ一つ辿ってゆく方法がとられていた。このためカーソルの現在位置から打石位置までが離れていると、カーソル移動に時間がかかり、煩雑であるとともにゲームの円滑な進行に支障が生じるという問題があった。

【0013】

【課題を解決するための手段】本発明は、打石時のカーソル移動操作において、カーソル移動方向に石があったなら、その先の空き位置まで飛び越させることで効率化を図るものである。

【0014】図1の(a)、(b)、(c)はこれをXライン方向の移動の場合について例示したもので、図1の(a)はカーソルの移動前の位置を示し、図1の(b)はカーソル移動制御の内容を示す。この例では、図1の(a)のカーソル現在位置で右方向のカーソルが操作されると、右方向の順次の座標位置を調べ、石が置かれている座標をスキップして、最初の空き位置を検索する。この場合は、連続する3つの石が飛び越され、図1の(c)に示す位置にカーソルが移動される。

【0015】また、図2の(a)に示すように、目標の打石位置を中心とする縦横クロス方向がすべて石で埋められていた場合には、次に目標の打石位置へ飛び越すことを可能にする直前の空き位置が存在しないため、目標の打石位置へ石を置くことができないが、本発明では、これを図2の(b)に示すように、碁盤の盤面の下辺に、カーソル移動のみが可能な補助ライン(基線)を附加することで解決する。この補助ライン上でカーソルを

た縦横19×19ラインからなる碁盤の盤面、12は本発明により盤面11の下辺に付加された補助ライン、12aは打石位置に指示に用いられるカーソル、12bはカーソルのホームポジション、13はカーソルキー、14はテンキー、そしてS₁～S₉はそれぞれ盤面上の星を示す。

【0022】打石のためにカーソル移動を行う場合、基本的にはカーソルキー13を操作して、カーソルを現在位置から目標打石位置まで、途中に石があれば飛び越して、カーソルをジグザグに移動させる。しかし、目標の打石位置に縦横クロスする全方向あるいは一部の方向のラインに石が全部詰まっていて、カーソル移動が不自由な場合には、まず補助ライン12上にカーソル12aを移して、盤面の移動目標位置に対応する補助ライン12上の位置まで横方向に動かし、その位置からカーソル12aを上方向へ操作して、盤面11の移動目標位置へ飛び越させる。

【0023】また目標の打石位置まで遠かったり、ジグザグを多数回繰り返す必要があって操作が煩わしいような場合には、ショートカット方法を使用できる。第1のショートカット方法は、テンキー14を利用して任意の星の位置へジャンプするものである。そのため、盤面11上の9個の星S₁～S₉をテンキー14の9個の数字キー「1」～「9」にそれぞれ対応づけておき、打石時にある数字キーが操作されたことを検出したとき、カーソルをその数字キーに対応する星の位置にジャンプさせる。この場合、ジャンプ先の星の位置に既に石があったときには、その近傍の空き位置を選択してそこへジャンプさせるようとする。

【0024】第2のショートカット方法は、対局相手が直前に打った石の近傍の空き位置へジャンプするものである。通常、対局者の一方が石を打ったとき、相手がそれに応えてその近傍に応手の石を打つ場合が多いことから、このショートカット方法はかなり有効な手段となる。このショートカットは、たとえばリモコンの「*」キーの操作によって実行されるようとする。

【0025】これらのショートカットを用いてカーソルをジャンプさせた後、必要に応じてさらにカーソルキー操作によるカーソル移動を行うことができる。

【0026】

【発明の実施の形態】図4ないし図8により本発明の実施の態様を説明する。

【0027】図4は、本発明を適用したホームユース端末の実施例構成を示す。図4において、20はホームユース端末であり、図示省略されているが回線を介してホストに結合される。20aは本発明により囲碁ゲームの実行制御を行う囲碁ゲーム処理部であり、プログラムにより実現される。21はモニタとして用いられるテレビ、22は端末操作用のリモコン、23はテレビ21に画像表示出力するための表示制御部、24はリモコン2

2のボタン/キー操作を検出するリモコンインターフェース部である。これら21～23の各要素は、ホームユース端末20が本来的に備えているものである。25は盤面の座標と打石データを管理する盤面データテーブルであり、打石が行われるごとに更新される。26は盤面に付加される補助ラインの座標データを保持する補助ラインテーブルである。27は囲碁ゲーム制御部であり、盤面データテーブル25の現在データと次の打石位置と、囲碁のルールとにしたがって、囲碁の局面を進行させ、盤面データテーブル25を更新する。28はカーソル移動制御部であり、盤面と補助ラインを対象にカーソル移動を可能にする。

【0028】カーソル移動制御部28は、リモコン22のカーソルキーとテンキーの操作に応答してカーソル移動制御を行う。

【0029】図5はカーソルキー操作時のカーソル移動制御のフローである。上下左右のいずれかの方向のカーソルキーが操作されたことを検出したとき、その操作されたカーソルキーの方向で次の座標位置を選択する。このとき現在のカーソル位置がすでに盤面の端部にあって、次のカーソル位置が盤面から外れてしまうときは、反対側の端部の座標に回り込む。選択された座標位置に石が置かれているかどうかを調べ、石が置かれていればさらに次の座標位置を選択して上記の動作を繰り返し、石が置かれていなければその座標位置にカーソルを位置づける。

【0030】図6は、テンキー操作時のカーソル移動制御のフローである。「0」キーが操作された場合は、カーソルを現在位置から補助ラインの中央位置にジャンプさせる。

【0031】「1」キーが操作された場合は、盤面の左上星の座標を選択する。しかし左上星にすでに石があったときには、左上星の近傍の空き位置を選択する。ここで「1」キーが連続して操作されたときは、左上星を中心にして他の空き位置を選択し、カーソルを移動させる。たとえば、左上星を中心点にして、図7に示すように時計回りに回りながら内側から外側に向かって空き位置を検索し、最初の空き位置にカーソルを位置づける。なお反時計回りに検索してもよいことは勿論である。

【0032】同様にして「2」～「9」キーのそれぞれが操作されたことに対応して、次のような星へのカーソル移動制御を行う。

【0033】

「2」キー：中上星

「3」キー：右上星

「4」キー：左中星

「5」キー：天元

「6」キー：右中星

「7」キー：左下星

「8」キー：中下星

(4) リモコンの「#」ボタンを押し、囲碁ゲームのメインメニューを表示させる。メインメニューには、次の7つのメニュー項目がある。

1. 対局申込	2. 観戦申込
3. 対局再現	4. お知らせ
5. 設定	6. 利用照会
7. 特定相手登録／解除	

2. おわり方

(1) 囲碁ゲームのメインメニューが表示されている状態でリモコンの「NO」ボタンを押し、囲碁ゲームの初期画面を表示させる。

(2) リモコンの「電源」ボタンを一回だけ押して、初期画面を消す。

(3) ホームユース端末の主電源を切る。

(4) ソフトカード差込み口からソフトカードを取り出す。

3. 対局する

(1) 対局を申し込む

① メインメニューが表示されている状態でリモコンの「1」ボタンを押し、メニューから「1. 対局申込」を選択する。すると画面は、相手条件指定画面に変わる。相手条件指定画面では、まず相手条件指定を「しない」か、「する」か、「特定」相手を指定するか、を選択する。

【0045】・相手条件を指定しない場合は、「しない」にカーソルがあるので、そのまま「#」ボタンを押す。

・相手条件を指定する場合は、「する」にカーソルを合わせ、「#」ボタンを押し、さらに相手条件として、自分より上か下か、段級の程度、などを画面で選択して「#」ボタンを押す。

・特定相手を指定する場合は、「特定相手」にカーソルを合わせて「#」ボタンを押し、登録してある「特定相手」の一覧を表示し、希望対局相手にカーソルを合わせて「#」ボタンを押す。

【0046】(2) 対局相手を探す

相手条件指定画面で「#」ボタンを押すと、対局相手選択画面が表示される。対局相手選択画面には、「自動紹介」の選択欄と、対局相手候補の名前および段級、希望条件等のリストとが表示される。

【0047】① 該当する対局相手がいる場合

a. 対局相手選択画面上で、

・対局相手を自動的に選びたい場合は「自動紹介」にカーソルを合わせ「#」ボタンを押す。

・対局相手を自分で選択する場合は、希望する相手にカーソルを合わせ「#」ボタンを押す。すると対局申込み確認画面が表示される。

b. 対局申込み確認画面には、対局相手選択画面で選択された対局相手の名前と段級が表示される。

・申込み内容が正しい場合は「YES」ボタンを押す。

すると申込結果画面が表示される。

・申込み内容を変更する場合は「NO」ボタンを押す。すると対局相手選択画面に戻るので再度対局相手を選択する。

c. 申込結果画面において、

・相手が対局を承諾した旨のメッセージと、先番・置石数の希望が通知される。相手の希望どおりで良ければ「YES」ボタンを押して、対局を開始する。

・相手の希望条件を変更する場合は、「NO」ボタンを押し、希望条件を入力する。先手・後手・ニギリ・コミの有無または置石数にカーソルを合わせ「#」ボタンを押す。入力したあと「YES」ボタンを押す。

② 該当する対局相手がいるが対局待ちにしたい場合 対局相手選択画面で「B」ボタンを押し、サブメニューを表示させる。サブメニューには、次のメニュー項目がある。

【0048】

1. 対局申込 2. 対局待ち

3. 対局待ち取り消し

・数字ボタン「2」を押し、対局待ちを選択すると、対局待ち相手条件画面が表示される。対局待ち相手条件画面には、相手条件指定を「しない」か、「する」かの選択欄と、相手条件として、相手が自分よりも上か下かと段級範囲の選択欄が設けられている。

・対局待ち相手条件画面で対局待ち相手条件を設定する。設定は、3(1)の対局相手条件の設定と同様な方法で行う。

③ 該当する対局相手がない場合

対局相手が存在しない旨のメッセージが表示される。

・対局待ちをする場合は「YES」ボタンを押す。それにより、その後対局申込みがあったときには通知されるようになる。

・対局待ちをしない場合は「NO」ボタンを押す。すると、メインメニューに戻る。

【0049】(3) 対局申込みを受ける

① 対局待ちの状態のとき、対局申込み(申し入れ)があると、相手の名前と棋力を知らせる対局依頼画面が表示される。

・申し入れを受け入れる場合は「YES」ボタンを押す。すると対局条件画面が表示される。

・申し入れを受け入れない場合は「NO」ボタンを押す。対局待ち状態が継続される。

② 対局条件画面では、先手/後手、ニギリ、コミの有無、置石数を設定することができ、それぞれにカーソルを合わせ「#」ボタンを押す。

・先手/後手の決定をセンターに委ねる場合は、ニギリを選択する。対局条件がすべて正しければ「YES」ボタンを押す。すると、この対局について観戦を許可するかどうかを指示させる対局観戦許可画面が表示される。

③ 対局観戦許可画面において、観戦を許可する場合は

(5) の①で述べたサブメニューを表示させる。ここで数字ボタン「7」を押し、定型メッセージ選択を指示する。定型メッセージ選択画面が表示される。

② 定型メッセージ選択画面には、簡単な挨拶や会話用の短いメッセージが複数種類表示されており、送りたいメッセージにカーソルを合わせ、「#」ボタンを押す。メッセージが送出される。

【0054】 (8) 中止する・強制終了する

「中止」は、こちらの手番の時、終了する場合に使用される。「強制終了」は、相手の手番の時、終了する場合に使用される。

① 対局画面または終局画面の表示状態で「B」ボタンを押し、(5) の①で述べたサブメニューを表示させる。数字ボタン「5」または「6」を押し、サブメニューの「中止」、「強制終了」のいずれかを選択する。それぞれの選択に対応して確認画面が表示される。

- ・了解する場合は「YES」ボタンを押す。
- ・了解しない場合は「NO」ボタンを押す。

② 対局相手から中止が申し入れられると、対局中止依頼画面が表示される。

- ・了解する場合は「YES」ボタンを押す。
- ・了解しない場合は「NO」ボタンを押す。

③ 対局者のいずれかにより強制終了されると、対局は無条件に終了し、強制終了画面が表示される。

- ・「YES」ボタンを押すと、メインメニューに戻る。

4. 観戦する

(1) 観戦対局を探す・観戦する

① メインメニューが表示されている状態で「2」ボタンを押し、観戦申込を選択する。

- ・センターと通信後、観戦可能な対局の一覧が表示される。

※観戦可能な対局がない場合は、その旨のメッセージが表示される。

② 観戦したい対局にカーソルを合わせ「#」ボタンを押すと、その対局が表示される。

【0055】 (2) 観戦を終了する

- ・観戦を終了する場合は「A」ボタンを押し、メインメニューに戻る。

(3) 対局待ち状態で観戦する

・対局待ちを申し込んだ後、「(1) 観戦対局を探す・観戦する」と同様の手順を行う。観戦中に対局が申し込まれると、対局希望者の名前と段級が表示される。

- ・「3. (3) 対局申込みを受ける」と同様の手順を行う。対局を受け入れない場合は、継続して観戦ができる。

5. 対局を再現する

ホームユース端末には、その端末で実行したあるいは実行中の対局の手順が6件まで記録されており、任意に再現することができる。

【0056】 (1) 再現対局を探す・再現する

① メインメニューが表示されている状態で「3」ボタンを押すと、対局再現が選択される。

・センターとは通信せず、再現可能な対局の一覧を示す対局記録一覧画面が表示される。

※再現可能な対局がない場合は、対局情報は表示されない。「NO」ボタンでメインメニューに戻る。

② 再現したい対局にカーソルを合わせ「#」ボタンを押すと、その対局画面が再現表示される。

(2) 手順を進める・戻す

- ・手順を進める場合は、右カーソルキー「>」を押す。
- ・手順を戻す場合は、左カーソルキー「<」ボタンを押す。

(3) 再現手数を指定する

対局再現中に「B」ボタンを押すと、サブメニューが表示される。サブメニューには、次のメニュー項目がある。

1. 手数指定 2. 対局待ち

3. 対局待ち取り消し

① 数字ボタン「1」を押すと、手数指定画面が表示される。手数指定画面には、何手目を再現するかを指定する入力欄があり、はじめは現在の手数が表示されている。

② 手数指定画面に入力したい手数を入力し、確認したら「#」ボタンを押す。

【0057】 (4) 再現を終わる

- ・「A」ボタンを押すと、メインメニューに戻る。

6. お知らせを見る

「お知らせ」は、センターホストから各会員へ、対局開催予定などの種々の情報を通知するもので、新しい情報は、ホームユース端末をセンターホストに接続したときに通知される。

① メインメニューが表示されている状態で数字ボタン「4」を押す。お知らせのタイトル一覧画面が表示される。

② お知らせのタイトルが表示されたら、見たいお知らせのタイトルにカーソルを合わせ「#」ボタンを押す。お知らせの本文画面が表示される。

- ・別のお知らせを見たい場合は「NO」ボタンを押す。タイトル一覧画面に戻る。

- ・別のお知らせを見ない場合は「A」ボタンを押す。メインメニューに戻る。

7. 設定情報を変更する

個人情報、端末情報、通信情報を設定あるいは設定変更する。

【0058】 (1) 個人情報を変更する

ホームユース端末を利用している会員の各種個人情報を変更する。

① メインメニューが表示されている状態で数字ボタン「5」を押し、設定を選択する。設定画面が表示される。設定画面には、次のメニュー項目がある。

③ 解除が終了したら「NO」ボタンを押し、メインメニューに戻る。

【0064】図11は、ホームユース端末の1実施例のハードウェア構成を示す。図11において、70はホームユース端末、71はCPU、72はRAM、73はビデオインターフェース、75はソフトカードリーダ、76はモデムMODEM、77はリモコンインターフェース、78はテレビ、79はソフトカード、80はリモコン、81は回線網である。このようなホームユース端末の構成は1例にすぎず、必要に応じて多様な構成が可能である。

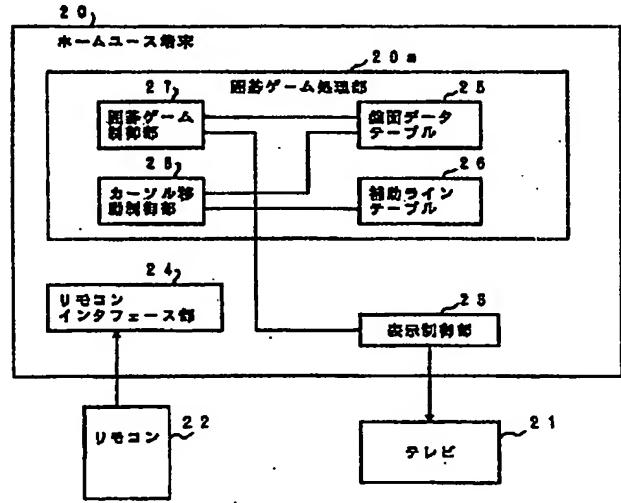
【0065】ホームユース端末70において、囲碁ゲームのアプリケーションプログラムはソフトカード79に格納されており、ソフトカード79をソフトカードリーダ75に挿入してローディングすることにより、囲碁ゲームの実行が可能となる。ソフトカード79はEPROMやバッテリバックアップにより不揮発性化されたRAMなどで作られているが、アプリケーションプログラムの媒体としては、他にもMOやZIP、CD-ROMなどの任意の記憶媒体を利用することができる。

【0066】

【発明の効果】本発明により、囲碁ゲームの局面が進んで盤面に石が詰まってきたとき、盤面に付加された補助ラインを経由してカーソルを移動したり、任意の星の位置や相手が直前に打った石の近傍へのカーソルの飛び越し移動が随時可能になるため、打石操作が著しく効率化され、対局を円滑に進行させることができる。

【図4】

ホームユース端末の実施例構成



【図面の簡単な説明】

【図1】本発明の原理説明図（その1）である。

【図2】本発明の原理説明図（その2）である。

【図3】本発明の概要説明図である。

【図4】ホームユース端末の実施例構成である。

【図5】カーソルキー操作時のカーソル移動制御のフローである。

【図6】テンキー操作時のカーソル移動制御のフローである。

【図7】目標位置の近傍で空き位置を探索する手順の例の説明図である。

【図8】囲碁ゲームサービスの実施例構成である。

【図9】ホームユース端末におけるサービス要求処理手順の概要図である。

【図10】リモコンの1実施例の外観図である。

【図11】ホームユース端末の1実施例ハードウェア構成図である。

【図12】従来のホームユース端末を用いた取引処理システムの概要図である。

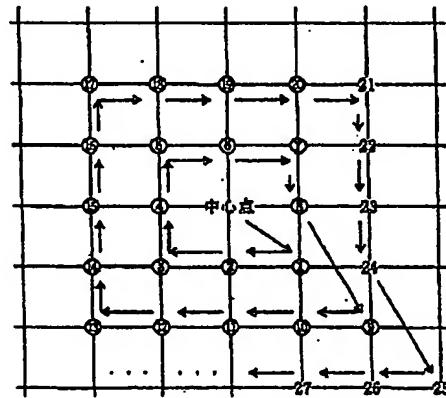
【符号の説明】

- 7 : リモコン
- 10 : ディスプレイ
- 11 : 盤面
- 12 : 補助ライン
- 13 : カーソルキー
- 14 : テンキー

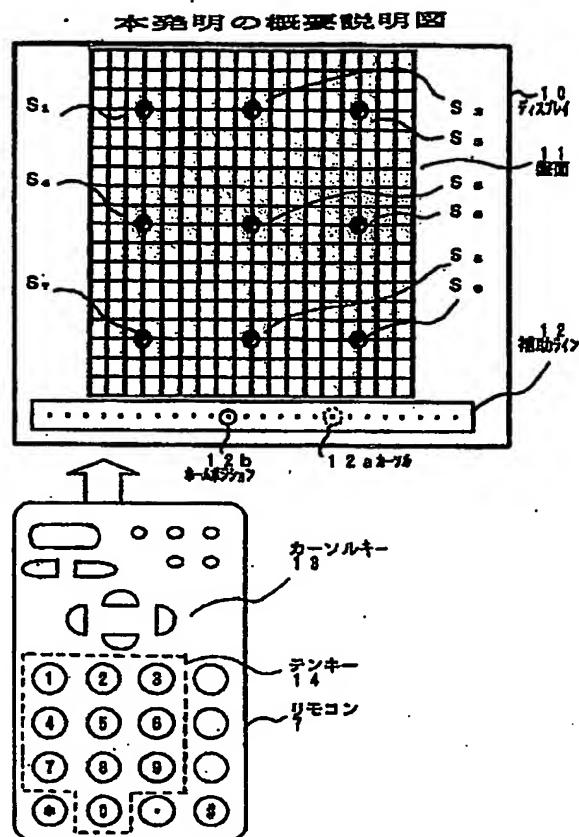
【図7】

目標位置の近傍で空き位置を検索する手順の例の説明図

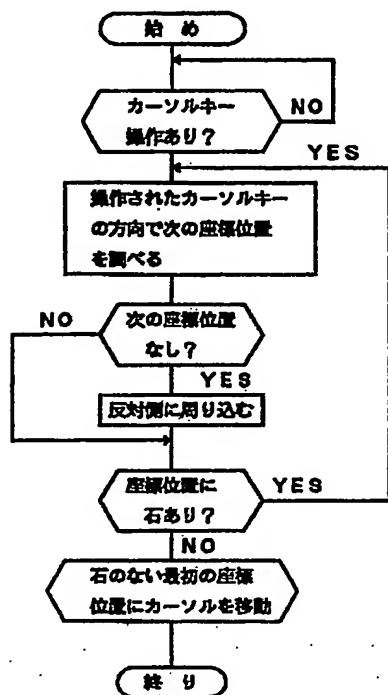
検索手順



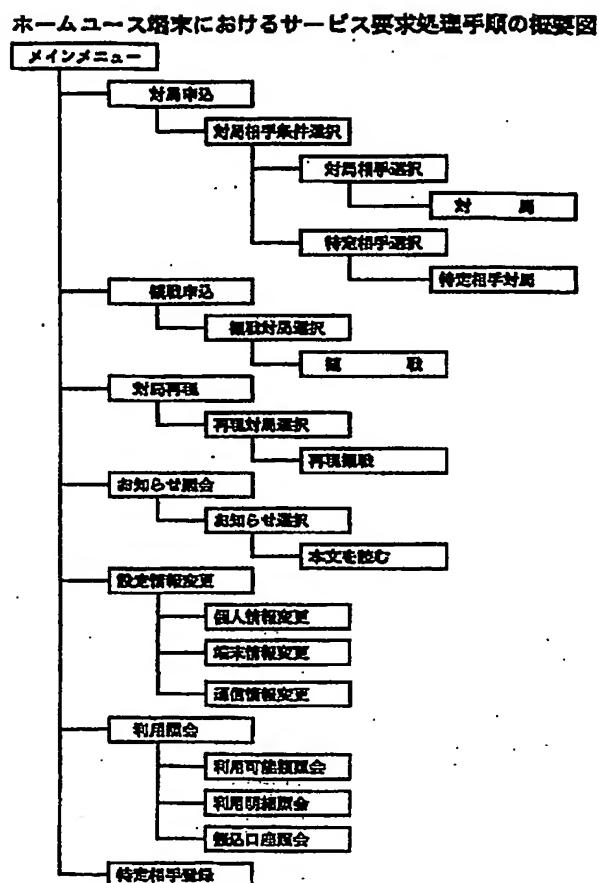
【図3】



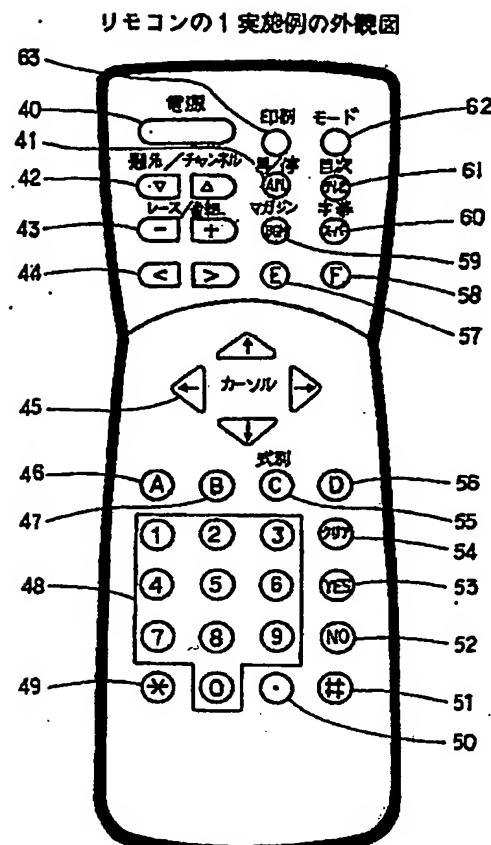
【図5】

カーソルキー操作時のカーソル
移動制御のフロー

【図9】



【図10】



【公報種別】特許法第17条の2の規定による補正の掲載

【部門区分】第1部門第2区分

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【手続補正書】

【提出日】平成13年3月19日(2001.3.1)

9)

【手続補正1】

【補正対象書類名】明細書

【補正対象項目名】全文

【補正方法】変更

【補正内容】

【書類名】明細書

【発明の名称】囲碁ゲームの制御方法及び制御装置と
プログラム記憶媒体

【特許請求の範囲】

【請求項1】 テレビ等のディスプレイ画面に碁盤の盤面を表示し、リモコン等操作盤のキー操作によりカーソルを目標位置まで移動させ、打石を行なうプログラム制御による囲碁ゲームにおいて、

前記打石時のカーソル移動を、ジャンプ移動と逐次移動の組み合わせにより制御することを特徴とする囲碁ゲームの制御方法。

【請求項2】 請求項1において、カーソルのジャンプ移動は、あらかじめ盤面の9個の星の位置をそれぞれテンキーのうちの9個の数字キーに割り付けておき、ある数字キーが操作されたとき、その数字キーが対応する星の位置あるいは当該星の位置が空き位置でないときはその近傍の空き位置へ、カーソルをジャンプ移動させるものであることを特徴とする囲碁ゲームの制御方法。

【請求項3】 請求項1において、カーソルのジャンプ移動は、所定のキー操作により、対局相手が直前に打った石の近傍の空き位置へカーソルをジャンプ移動させるものであることを特徴とする囲碁ゲームの制御方法。

【請求項4】 請求項2ないし、請求項3において、カーソルのジャンプ先の空き位置は、ジャンプ先の基準となる石の位置を中心点として、内側から外側へ渦巻き状に検出されるものであることを特徴とする囲碁ゲームの制御方法。

【請求項5】 請求項4において、ジャンプしたカーソ

ルの近傍の空き石への更なる移動は、ジャンプに使用した所定のキーを連続操作することにより、ジャンプ先の基準となる位置を中心として内側から外側に渦巻き状に順次移動させることにより行われることを特徴とする囲碁ゲームの制御方法。

【請求項6】 請求項5において、内側から外側に渦巻き状に順次移動したカーソルは、他の所定のキーを操作することにより順次逆戻りすることを特徴とする囲碁ゲームの制御方法。

【請求項7】 請求項1において、カーソルの逐次移動を指示するキー操作はカーソルキー操作により行い、カーソルの逐次移動の次の位置にすでに石が置かれていた場合、その方向にある最初の空き位置までカーソルをジャンプさせることを特徴とする囲碁ゲームの制御方法。

【請求項8】 請求項1において、画面に表示された盤面の外側に盤面と平行に打石を禁止される補助ラインを設け、カーソルキー操作に従い、該補助ライン上および該補助ラインと盤面との間で、カーソルを任意に移動可能にすることを特徴とする囲碁ゲームの制御方法。

【請求項9】 請求項1において、画面に表示される動作画面が、待ち状態の時、所定のキー操作により、テレビ映像への切替えを可能にし、該待ち状態が解消されたとき、所定の画面に自動的に切替えることを特徴とする囲碁ゲームの制御方法。

【請求項10】 テレビ等ディスプレイ画面に碁盤の盤面を表示し、リモコン等操作盤のキー操作によりカーソルを目標位置まで移動させ、打石を行なうプログラム制御による囲碁ゲームにおいて、

前記打石時にカーソルをジャンプ移動させるキー制御手段と、カーソルを逐次移動させるキー制御手段とを有することを特徴とする囲碁ゲームの制御装置。

【請求項11】 請求項10において、カーソルをジャンプ移動させるキー制御手段は、あらかじめ盤面の9個の星の位置をそれぞれテンキーのうちの9個の数字キーに割り付けておき、ある数字キーが操作されたとき、そ

……、1-Nはホームユース端末、2は回線網、3はセンターホスト、4は、取引処理プログラム、5は、囲碁ゲームプログラムである。図では簡単化のために、1つのセンターhosト3が取引と囲碁ゲームの両方のサービスを行なうようにしているが、異なるセンターhosトで別々にサービスを行なってもよい。

【0008】各ユーザは、自分が保有するホームユース端末(1-1、1-2、……、1-N)から回線網2を介してセンターhosト3に取引や囲碁ゲームのサービス要求を出す。センターhosト3は、サービス要求を受け付けると、要求されたサービス内容に応じて取引処理プログラム4あるいは囲碁ゲームプログラム5を起動し、要求元のホームユース端末に対するサービス処理を行なう。

【0009】図12(b)は、ホームユース端末の概略構成を示す。図12(b)において、1はホームユース端末、6は表示装置として利用する家庭用のテレビ、7は操作用のリモコン、7a、7b、7cはそれぞれリモコンのコントロールボタン部、カーソルキー部、テンキー部である。

【0010】ホームユース端末1とテレビ6は、リモコン7で制御できる。リモコン7のコントロールボタン部7aには、電源ボタンや、テレビ/端末切換ボタン、テレビチャンネル切換ボタンなどがあり、カーソルキー部7bには、メニューやコマンドを選択するためのカーソル移動操作用のカーソルキーがあり、テンキー部7cには、データ入力用の数字キーや、確定(実行)キーなどがある。ユーザが、このようなりモコン7を備えたホームユース端末1を用いて囲碁ゲームを行うには、まずリモコン7を操作してホームユース端末1を囲碁ゲームの動作モードに設定し、センターhosト3に囲碁ゲームの処理サービスを要求する。対局相手が決定するとテレビ6の画面に盤面が表示され、ゲーム実行が可能になるので、リモコン7を操作して打石を実行する。

【0011】打石は、リモコン7の上、下、左、右のカーソルキー操作により、カーソルをXラインとYラインに沿って目標位置まで直線状あるいはジグザグ状に移動させ、目標位置に達したら確定することで行う。

【0012】対局中あるいは他の動作画面で待ち状態の時、7aのコントロールボタンの操作によりテレビ映像に切替えることは出来るが、待ち状態が解消されても自動的には元の画面には戻らず、改めて7aのコントロールボタンの操作が必要であった。

【0013】

【発明が解決しようとする課題】従来の囲碁ゲームにおけるカーソル制御では、XラインあるいはYラインに沿ってカーソルを移動させるとき、碁盤目を一つ一つ辿ってゆく方法がとられていた。このためカーソルの現在位置から打石位置までが離れていると、カーソル移動に時間がかかり、煩雑であるとともにゲームの円滑な進行に

支障が生じるという問題があった。

【0014】また、対局中あるいは他の動作画面が待ち状態の時にテレビ映像に切替えた場合、待ち状態が解消されたにも拘らず、元の画面に自動的に戻らないため、時を見計らってコントロールボタンを操作しなければならない不便さがあった。

【0015】

【課題を解決するための手段】本発明は、打石時のカーソル移動をジャンプ移動と改良型逐次移動の組合せにより、効率化を図るものである。

【0016】ジャンプ移動は、カーソルキーだけで長い距離をジグザグに逐次移動させることを解消するのが狙いである。

【0017】その第1の方法は盤面の9個の星の位置とテンキーのうちの9個の数字キーとを対応づけておき、ある数字キーが操作されたとき、対応する星の位置あるいは近傍へカーソルを直接ジャンプさせるものであり、その第2の方法は、対局相手が直前に打った石の近傍に所定のキー操作により、カーソルを直接ジャンプさせるものである。

【0018】改良型逐次移動は、カーソルキーによるカーソルの逐次移動において、カーソル移動方向に石があったなら、その先の空き位置まで飛び越させることで移動速度を向上させる。

【0019】図1の(a)、(b)、(c)はこれをXライン方向の移動の場合について例示したもので、図1の(a)はカーソルの移動前の位置を示し、図1の(b)はカーソル移動制御の内容を示す。この例では、図1の(a)のカーソル現在位置で右方向のカーソルが操作されると、右方向の順次の座標位置を調べ、石が置かれている座標をスキップして、最初の空き位置を検索する。この場合は、連続する3つの石が飛び越され、図1の(c)に示す位置にカーソルが移動される。

【0020】また、図2の(a)に示すように、目標の打石位置を中心とする縦横クロス方向がすべて石で埋められていた場合には、次に目標の打石位置へ飛び越すことを可能にする直前の空き位置が存在しないため、目標の打石位置へ石を置くことができないが、本発明では、これを図2の(b)に示すように、碁盤の盤面の下辺に、カーソル移動のみが可能な補助ライン(碁線)を附加することで解決する。この補助ライン上でカーソルをまず目標打石位置に対応するX位置に置き、そこから、カーソルを上方向へ移動させるカーソル操作を行い、目標打石位置へ飛び越させる。

【0021】さらに本発明は、画面が対局待ちなどの待ち状態になった時、テレビ等の他の画面に切り替えて待機することを可能にし、待ち状態が解消されたとき元の画面あるいは待ち状態解消に伴う定められた遷移先の画面に自動的に復帰する手段を持つことにより、利用者へのサービス性を向上させる。

キーの操作によって実行されるようとする。

【0027】これらのショートカットを用いてカーソルをジャンプさせた後、必要に応じてさらにカーソルキー操作によるカーソル移動を行うことができるし、更に、ジャンプに使用したキーをそのまま連続操作することにより、内側から外側に渦巻き状にカーソルを順次移動することもできる。

【0028】

【発明の実施の形態】図4ないし図8により本発明の実施の態様を説明する。

【0029】図4は、本発明を適用したホームユース端末の実施例構成を示す。図4において、20はホームユース端末であり、図示省略されているが回線を介してホストに結合される。20aは本発明により囲碁ゲームの実行制御を行う囲碁ゲーム処理部であり、プログラムにより実現される。21はモニタとして用いられるテレビ、22は端末操作用のリモコン、23はテレビ21に画像表示出力するための表示制御部、24はリモコン22のボタン/キー操作を検出するリモコンインターフェース部である。これら21～23の各要素は、ホームユース端末20が本来的に備えているものである。25は盤面の座標と打石データを管理する盤面データテーブルであり、打石が行われるごとに更新される。26は盤面に付加される補助ラインの座標データを保持する補助ラインテーブルである。27は囲碁ゲーム制御部であり、盤面データテーブル25の現在データと次の打石位置と、囲碁のルールとにしたがって、囲碁の局面を進行させ、盤面データテーブル25を更新する。28はカーソル移動制御部であり、盤面と補助ラインを対象にカーソル移動を可能にする。

【0030】カーソル移動制御部28は、リモコン22のカーソルキーとテンキーの操作に応答してカーソル移動制御を行う。

【0031】図5はカーソルキー操作時のカーソル移動制御のフローである。上下左右のいずれかの方向のカーソルキーが操作されたことを検出したとき、その操作されたカーソルキーの方向で次の座標位置を選択する。このとき現在のカーソル位置がすでに盤面の端部にあって、次のカーソル位置が盤面から外れてしまうときは、反対側の端部の座標に回り込む。選択された座標位置に石が置かれているかどうかを調べ、石が置かれていればさらに次の座標位置を選択して上記の動作を繰り返し、石が置かれていないければその座標位置にカーソルを位置づける。

【0032】図6は、テンキー操作時のカーソル移動制御のフローである。「0」キーが操作された場合は、カーソルを現在位置から補助ラインの中央位置にジャンプさせる。

【0033】「1」キーが操作された場合は、盤面の左上星の座標を選択する。しかし左上星にすでに石があつ

たときには、左上星の近傍の空き位置を選択する。ここで「1」キーが連続して操作されたときは、左上星を中心にして他の空き位置を選択し、カーソルを移動させる。たとえば、左上星を中心点にして、図7に示すように時計回りに回りながら内側から外側に向かって空き位置を検索し、最初の空き位置にカーソルを位置づける。なお反時計回りに検索してもよいことは勿論である。

【0034】同様にして「2」～「9」キーのそれぞれが操作されたことに対応して、次のような星へのカーソル移動制御を行う。

【0035】

「2」キー：中上星
 「3」キー：右上星
 「4」キー：左中星
 「5」キー：天元
 「6」キー：右中星
 「7」キー：左下星
 「8」キー：中下星
 「9」キー：右下星

さらに数字キーの同じキーを続けて操作することにより、カーソルを、対応する星の位置の近傍の空き位置の間で、たとえば図7に矢線で示す右回りの渦巻き移動ルールにしたがって順次移動させることができる。また「・」キーを繰り返し操作することにより、直前のカーソル移動を順次取り消して、逆回りに元の位置へ戻すことができる。

【0036】また「*」キーが操作された場合には、カーソルを直前に相手が打った石の近傍の空き位置へ直接移動させることができる。この場合も、空き位置は直前に相手が打った石を中心にして、図7の右回りの渦巻き移動ルールにしたがって検索され、最初に検索された空き位置にカーソルを位置づける。そして「*」キーが連続して操作されれば、カーソルを次に検索された空き位置へ順次進め、また「・」キーが操作されるたびにカーソルを元の位置へさかのぼって戻すように制御する。

【0037】図8は、センターhosztを介して遠隔のホームユース端末間で囲碁ゲームの対局等のサービスを可能にするシステムの実施例構成を示す。

【0038】図8において、31-1、31-2、…、31-Nはホームユース端末、32は回線網、33はセンターhosztである。

【0039】各ホームユース端末31-1、31-2、…、31-Nは、センターhoszt33と連携して、囲碁ゲームに関するメインメニュー画面から対局申込、観戦申込、お知らせ照会、利用照会、特定対戦相手登録などのサービスをセンターhoszt33に要求することができ、さらに端末単独でのオフライン処理として、対局再現や設定情報変更を行うことができる。

【0040】センターhoszt33は、各ホームユース端末からのこれらのサービス要求に対応するため、申込者

を合わせて「#」ボタンを押し、登録してある「特定相手」の一覧を表示し、希望対局相手にカーソルを合わせて「#」ボタンを押す。

【0048】(2) 対局相手を探す

相手条件指定画面で「#」ボタンを押すと、対局相手選択画面が表示される。対局相手選択画面には、「自動紹介」の選択欄と、対局相手候補の名前および段級、希望条件等のリストとが表示される。

【0049】① 該当する対局相手がいる場合

- a. 対局相手選択画面上で、
- ・対局相手を自動的に選びたい場合は「自動紹介」にカーソルを合わせ「#」ボタンを押す。
- ・対局相手を自分で選択する場合は、希望する相手にカーソルを合わせ「#」ボタンを押す。すると対局申込み確認画面が表示される。

【0050】b. 対局申込み確認画面には、対局相手選択画面で選択された対局相手の名前と段級が表示される。

- ・申込み内容が正しい場合は「YES」ボタンを押す。すると申込結果画面が表示される。
- ・申込み内容を変更する場合は「NO」ボタンを押す。すると対局相手選択画面に戻るので再度対局相手を選択する。

【0051】c. 申込結果画面において、

- ・相手が対局を承諾した旨のメッセージと、先番・置石数の希望が通知される。相手の希望どおりで良ければ「YES」ボタンを押して、対局を開始する。
- ・相手の希望条件を変更する場合は、「NO」ボタンを押し、希望条件を入力する。先手・後手・ニギリ・コミの有無または置石数にカーソルを合わせ「#」ボタンを押す。入力したあと「YES」ボタンを押す。

【0052】② 該当する対局相手がいるが対局待ちにしたい場合

対局相手選択画面で「B」ボタンを押し、サブメニューを表示させる。サブメニューには、次のメニュー項目がある。

【0053】

1. 対局申込 2. 対局待ち

3. 対局待ち取り消し

- ・数字ボタン「2」を押し、対局待ちを選択すると、対局待ち相手条件画面が表示される。対局待ち相手条件画面には、相手条件指定を「しない」か、「する」かの選択欄と、相手条件として、相手が自分よりも上か下かと段級範囲の選択欄が設けられている。

・対局待ち相手条件画面で対局待ち相手条件を設定する。設定は、3 (1) の対局相手条件の設定と同様な方法で行う。

【0054】③ 該当する対局相手がない場合

対局相手が存在しない旨のメッセージが表示される。

- ・対局待ちをする場合は「YES」ボタンを押す。それ

により、その後対局申込みがあったときには通知されるようになる。

- ・対局待ちをしない場合は「NO」ボタンを押す。すると、メインメニューに戻る。

【0055】(3) 対局申込みを受ける

① 対局待ちの状態のとき、対局申込み（申し入れ）があると、相手の名前と棋力を知らせる対局依頼画面が表示される。

- ・申し入れを受け入れる場合は「YES」ボタンを押す。すると対局条件画面が表示される。

- ・申し入れを受け入れない場合は「NO」ボタンを押す。対局待ち状態が継続される。

【0056】② 対局条件画面では、先手／後手、ニギリ、コミの有無、置石数を設定することができ、それぞれにカーソルを合わせ「#」ボタンを押す。

- ・先手／後手の決定をセンターに委ねる場合は、ニギリを選択する。対局条件がすべて正しければ「YES」ボタンを押す。すると、この対局について観戦を許可するかどうかを指示させる対局観戦許可画面が表示される。

【0057】③ 対局観戦許可画面において、観戦を許可する場合は「YES」ボタンを押す。観戦を許可しない場合は「NO」ボタンを押す。対局する両者が許可した場合にのみ、他からの観戦が可能となる。

【0058】(4) 対局を開始する

① 石を打つ

対局観戦許可画面が終了すると対局画面が表示される。対局画面には、たとえば、盤面と補助ライン、対局者名と段位、コミ、手番、持ち時間、アゲハマなどが表示されている。

- ・自分の手番では盤面下の補助ラインにカーソルの白丸（○）が表示される。カーソルボタンで白丸を移動し、石を打つ場所に合わせて「#」ボタンを押す。最後に打たれた石の中央にマーク（白点または黒点）がつく。

・カーソルの白丸（○）はカーソルボタンによって上下左右に移動する。上下左右の端にある場合は、それぞれ下上右左の端に移動する。

- ・すでに石が打たれている場所や、自殺手になる場所には石を打てないようにする。

・数字ボタンの「1」～「9」を押すと、「5」を天元としてそれぞれ対応する位置にカーソルが移動する。すでに石が打たれている場合は付近の打てる場所に移動する。

- ・数字ボタンの「0」を押すと、盤面下の補助ラインの中央にカーソルが移動する。

・「*」ボタンを押すと、相手が直前に置いた石の付近に移動する。

【0059】② 一手戻す

・打石後一定の条件内では一手戻す事ができる。対局画面表示状態で「クリア」ボタンを押すと、一手戻しの確認画面が表示される。確認画面で「YES」ボタンを押

ンを押し、観戦申込を選択する。

- ・センターと通信後、観戦可能な対局の一覧が表示される。

※観戦可能な対局がない場合は、その旨のメッセージが表示される。

【0075】② 観戦したい対局にカーソルを合わせ「#」ボタンを押すと、その対局が表示される。

【0076】(2) 観戦を終了する

- ・観戦を終了する場合は「A」ボタンを押し、メインメニューに戻る。

【0077】(3) 対局待ち状態で観戦する

- ・対局待ちを申し込んだ後、「(1) 観戦対局を探す・観戦する」と同様の手順を行う。観戦中に対局が申し込まれると、対局希望者の名前と段級が表示される。

・「3. (3) 対局申込みを受ける」と同様の手順を行う。対局を受け入れない場合は、継続して観戦ができる。

【0078】5. 対局を再現する

ホームユース端末には、その端末で実行したあるいは実行中の対局の手順が6件まで記録されており、任意に再現することができる。

【0079】(1) 再現対局を探す・再現する

- ① メインメニューが表示されている状態で「3」ボタンを押すと、対局再現が選択される。

・センターとは通信せず、再現可能な対局の一覧を示す対局記録一覧画面が表示される。

※再現可能な対局がない場合は、対局情報は表示されない。「NO」ボタンでメインメニューに戻る。

- ② 再現したい対局にカーソルを合わせ「#」ボタンを押すと、その対局画面が再現表示される。

【0080】(2) 手順を進める・戻す

- ・手順を進める場合は、右カーソルキー「>」を押す。
- ・手順を戻す場合は、左カーソルキー「<」ボタンを押す。

【0081】(3) 再現手数を指定する

対局再現中に「B」ボタンを押すと、サブメニューが表示される。サブメニューには、次のメニュー項目がある。

【0082】

- 1. 手数指定
- 2. 対局待ち

3. 対局待ち取り消し

- ① 数字ボタン「1」を押すと、手数指定画面が表示される。手数指定画面には、何手目を再現するかを指定する入力欄があり、はじめは現在の手数が表示されている。

② 手数指定画面に入力したい手数を入力し、確認したら「#」ボタンを押す。

【0083】(4) 再現を終わる

- ・「A」ボタンを押すと、メインメニューに戻る。
- 6. お知らせを見る

「お知らせ」は、センターhosトから各会員へ、対局開催予定などの種々の情報を通知するもので、新しい情報は、ホームユース端末をセンターhosトに接続したときに通知される。

【0084】① メインメニューが表示されている状態で数字ボタン「4」を押す。お知らせのタイトル一覧画面が表示される。

【0085】② お知らせのタイトルが表示されたら、見たいお知らせのタイトルにカーソルを合わせ「#」ボタンを押す。お知らせの本文画面が表示される。

- ・別のお知らせを見たい場合は「NO」ボタンを押す。タイトル一覧画面に戻る。

・別のお知らせを見ない場合は「A」ボタンを押す。メインメニューに戻る。

【0086】7. 設定情報を変更する

個人情報、端末情報、通信情報を設定あるいは設定変更する。

(1) 個人情報を変更する

ホームユース端末を利用している会員の各種個人情報を変更する。① メインメニューが表示されている状態で数字ボタン「5」を押し、設定を選択する。設定画面が表示される。設定画面には、次のメニュー項目がある。

【0087】

- 1. 個人情報
- 2. 端末情報
- 3. 通信情報

- ② 設定画面でさらに数字ボタン「1」を押すと、個人情報画面が表示される。個人情報の項目には、ユーザID、パスワード、ニックネームの使用、棋力などがある。

【0088】③ 変更対象項目にカーソルを合わせ変更する。変更した後は「#」ボタンを押し、確定する。

・該当項目を変更後、「YES」ボタンを押し、変更内容を保存する。

・変更内容を保存しない場合は「NO」ボタンを押し、変更前の状態に戻す。

(2) 端末情報を変更する

① メインメニューで数字ボタン「5」を押し、設定画面を表示する。

② 設定画面で数字ボタン「2」を押す。端末情報画面が表示される。端末情報の項目には、効果音やアラーム時間設定などがある。

【0089】効果音：打石時の効果音を鳴らすかどうかを選択。（初期値はON）

アラーム時間設定：設定した時間内にセンターにデータを送信しなかった場合に、センターとの接続を切断する。（初期値は10分）

③ 端末情報画面で変更対象項目にカーソルを合わせ変更する。変更した後は「#」ボタンを押す。

・該当項目を変更後、「YES」ボタンを押し、変更内容を保存する。

移動が隨時可能になるため、打石操作が著しく効率化され、対局を円滑に進行させることができる。

【図面の簡単な説明】

【図1】本発明の原理説明図（その1）である。

【図2】本発明の原理説明図（その2）である。

【図3】本発明の概要説明図である。

【図4】ホームユース端末の実施例構成である。

【図5】カーソルキー操作時のカーソル移動制御のフローである。

【図6】テンキー操作時のカーソル移動制御のフローである。

【図7】目標位置の近傍で空き位置を探索する手順の例の説明図である。

【図8】囲碁ゲームサービスの実施例構成である。

【図9】ホームユース端末におけるサービス要求処理手順の概要図である。

【図10】リモコンの1実施例の外観図である。

【図11】ホームユース端末の1実施例ハードウェア構成図である。

【図12】従来のホームユース端末を用いた取引処理システムの概要図である。

【符号の説明】

7 : リモコン

10 : ディスプレイ

11 : 盤面

12 : 補助ライン

13 : カーソルキー

14 : テンキー